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Answers You Didn't Ask  
A monthly column giving you the answers to  
the questions you've been asking us. If you don't  
see your question in the responses, submit  
an additional question to 'Answers' or  
call us by toll-free, 1-800-227-1234.

Published by C64/C128 User, a magazine  
about home computer users.

Printed by ColorMaster, Pleasanton,

Subscription rates are \$24.95 U.S., \$30  
International. C64/C128 User publications  
and products are sold only to the U.S. and  
Canada. We do not sell to the U.K. or other  
international markets. Please send all  
subscription inquiries to C64/C128 User  
Subscription Department, P.O. Box 1200,  
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Cover design by Ben Cunningham.

# BUT FIRST THIS...

I've just been flicking through a copy of January's CU, as one does occasionally, and low and behold, there is not one single C64 game review. Therefore I would like to take this opportunity to wish the CU team great fortune in their new market, and I would also like to welcome all the C64 readers that they have abandoned. We are the only C64/C128 dedicated magazine around, and we're proud of it too.

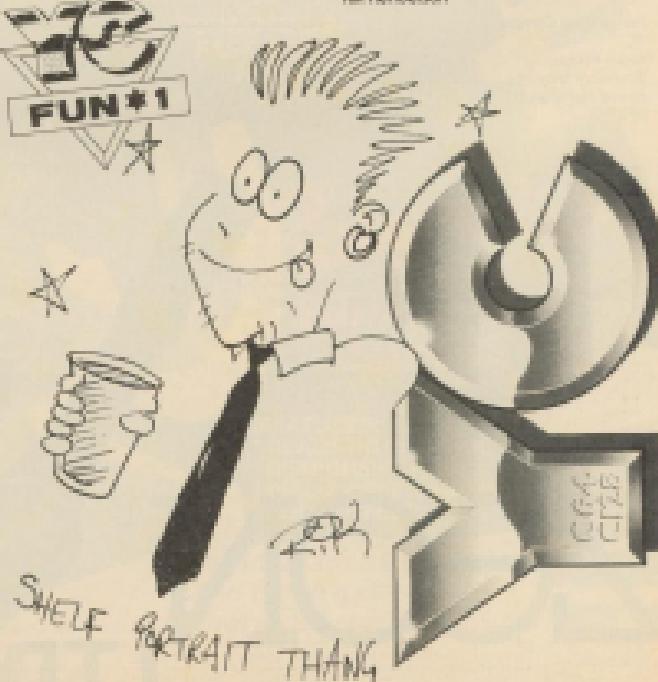
One thing though. Ever since the new YC appeared, it has been made clear to us that we have made a decision that not everybody is happy with. The readers that relished the lighthearted and serious articles seem to have been offended by our change towards a game-based magazine. Again I must stress that today's C64 market is (in a vast majority) games based, and I'm sorry if anybody doesn't

realise that. I don't wish you all to go away, but if you do wish to sample another magazine that caters for your tastes I'd recommend Commodore Disk User, our sister title, you won't be disappointed.

Now onto this cassette. Over the three issues of YC so far we've had twelve games (twelve games for £3.65, plus three wonderful mags of course), but in the future things are likely to change.

No doubt you've seen a gallery or demos column in many other mags. We intend to go one step further as we'd like to put your graphical/musical skills/demos on the tape, so that everyone can hear and see them for themselves. As an incentive, yours (if used) will win a wonderful mystery prize! We're yet to decide what in fact is worth mega-bucks, so send 'em in now...

Yours until Post Apocalypse  
shoves my head in a joystick port.  
Rik Henderson



# WATCH YOURSELF

YC and ZEON have joined forces to offer 25 readers a brand new watch.

Featuring the Ghostbusters logo as the face, the new line of Zeon watches are superb in design (they even keep the time!). And to be in with a chance of winning one, all you have to do is answer a few of the following stunningly simple questions...

Write the answers down on the back of a sealed envelope (or postcard) and send them (by March 31st) to:

Just In Time Company,  
YC,  
Argus House,  
Boundary Way,  
Hornet, Hempsford  
ME17 7JL.

If you were to buy a Zeon Ghostbusters watch in the following countries, what currency would you need?

1. France
2. Germany
3. Russia
4. Greece
5. Australia

The first 25 correct entries drawn out of the proverbial hat will win a watch.

If by some misfortune you have failed to win, they are available at all branches of H. Samuel Jewellers.

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# The COBRA

## The Stick With The KILLER BITE!

TOUGH  
RUGGED  
AND MEAN

[FEATURES]

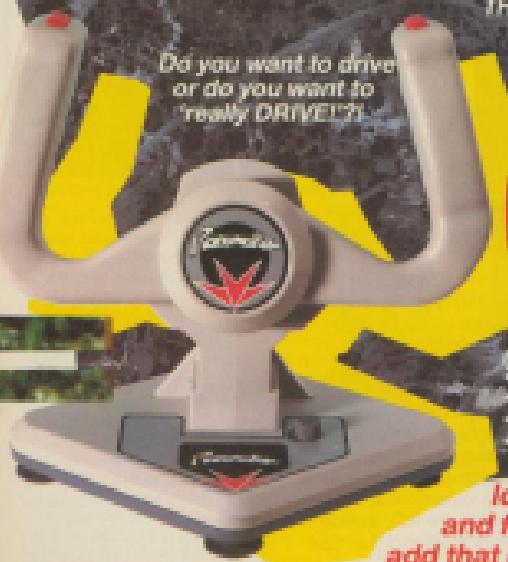
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[FEATURES]

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# D-E-T-E

Domark's Tengen conversion has the brilliantly naff title of Escape from the Planet of the Robot Monsters. Although the style is described as being 'comic book', there is a definite air of B-movie. Heroes John and Luke land on Planet X to rescue Professor Sarah Bellum (as if it's not bad enough that she's a blonde) from the evil Replicants.

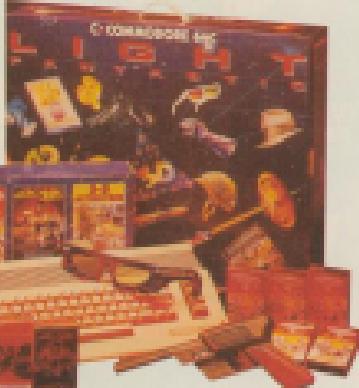
On the way the two groovy fella's have to release human slaves from the Replicants' factories which have been set up to produce an army of robots. Their eventual aim is to destroy Earth (shock horror) humph.

Prices and release date are anybody's guess but it will definitely run on a C64 maybe.

'Wings of Fury' is the Domark/Broderbund release set during the Second World War.

As pilot of a Hellcat the player has to provide air support for US Waco, a badly damaged aircraft carrier. In glorious 3D you can strafe, dive-bomb and dogfight enemy planes, ships and soldiers. The aim being to protect the Waco while running the Japanese Empire into the land of the sinking sons.

'Wings of Fury' has headed its way into the shops and will blast a £14.99 sized hole in your savings.



Commodore distributor, Poyntell Communications is claiming that Santa was overstocked with computers this year in the biggest hardware boom since 1984.

With the C64 Light Fantastic and amiga 500 Batman packs selling well, Lorenzo Cohen, Poyntell's managing director, sees this as an especially surprising occurrence "showing that the Batman craze can overcome even the Chancellor's tight money policy".

During the run up to Christmas, Commodore hit a landmark with the sale of the 300,000th amiga 500. This makes the machine the most successful 16-bit games computer in the UK (in other words, bigger than the ST but less than the PC). Maybe one day the Amiga may equal the number of sales that the C64 has achieved - one day in the far future though.

The European Group has turned its Database software division and Mandarin Software into a separate company, which means that sales must make them a viable, self-supporting proposition.

Database Software will now be the umbrella name covering the old Database software, Database Educational Software and Mandarin, though each will maintain its own label and identity.

The Mini-Office business program suite is definitely the biggest selling product which the new company inherits but Fun School 2 has built up an unprecedented sales record for an educational product while Mandarin has not been without success in the games and game construction program area. During this year the company will be releasing over 20 titles so we should be hearing more soon.

British Telecom has scored a success in the area of data compression. The home grown compression system has been adopted as the heart of the proposed VQ200 standard which is expected to have gained final approval of the CCITT during February.

The approval will mean that VQ200 will be incorporated in modems and various proprietary networking systems. It's good to see that a British company can still have an international impact in the computer market.

When the going gets rough, the rough remains! After disappointing American sales figures, Commodore has beefed up its European sales set-up.

In general, computer sales in the States are taking a nose dive both in the home computer market and the business sector. In Europe the situation is a lot better and the formation of Commodore Marketing International is the company's way of trying to grab as much of this market as possible.

CMi is headed by Terri Boylston who joined Commodore from Compaq last summer and now has the task of directing the marketing support for all of Commodore's subsidiaries throughout Europe.



One day it may be possible for a pilot to clock up flying hours without leaving the ground. SubLogic is not only predicting this but also making moves towards making it a reality through its latest product Flight Controls 1.

Flight Controls is a console which incorporates a steering column and all of the principal controls found in a modern light aircraft. If the US licensing authority, FAA, approves, the combination of Flight Controls and Macintosh's Flight Simulator (written by SubLogic) could constitute a '合法' aircraft for logging the necessary flying hours which a private pilot needs to maintain a licence.

The fact that SubLogic is even approaching the FAA shows how far flight simulation have come but would you trust pilots who did most of their flying in their living room?

Although there are no plans to produce the Flight Controls unit for the C64, SubLogic does have a new scenario disk for its own Flight Simulator J35, Steam and Mission packages. Hawaiian Odyssey reproduces the Pacific islands in great detail and includes a mysterious gateway to a fantasy world.

Everything from downtown Honolulu to Pearl Harbour is reproduced and you can even fly into the crater of Mount Loo, one of Hawaii's most volatile volcanoes. Could this be the gateway to the fantasy world?

Dominoes has agreed to lend its expertise to promote and market Incentive's Castle Master. The deal means that Incentive can concentrate on the programming while Dominoes do all the marketing.

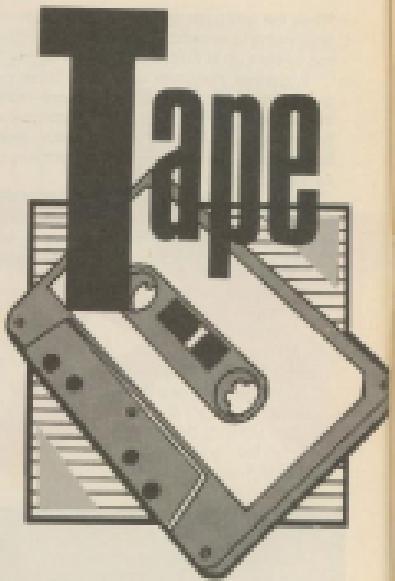
This brown paper exercise involves an innovative technique of using 3D polygons to create a realistic representation of 16th century England. This is the period when Elizabeth and Charles were at each other's throats and Meggott Porthcawl prototype Good Queen Bess was on the throne. None of this is relevant to the game, however, which involves finding an unpeeled Potato (yes, yes another one!) from one of four bodies. On the way you will have to flush out a range of evil spirits and solve a bundle of puzzles.

Talking of evil spirits reminds me about our new Star party, the beer was okay but the spirits were you've guessed it.



**HAWAIIAN ODYSSEY**  
SCENERY ADVENTURE

# On The Tape



It is a dark still night, the full moon is shining eerily and the atmosphere is electric. Your heart beats quickly.

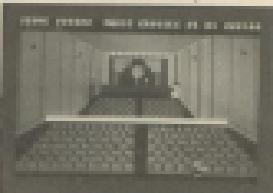
You are the JACKEL and you are metamorphosing into a werewolf. You howl at the moon and she fills you with immortal power. You know your task and you will be loyal to the ghosts of DEATH 'VOLLEY'.

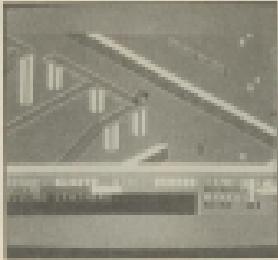
Your aim is to rescue your girlfriend who fled in terror into a HOUSE OF THE UNDEAD! Can you save her before the demons of HELL get to her?

## Joystick Or Keyboard

Keys: Z=Left C=Right

Shift=Jump

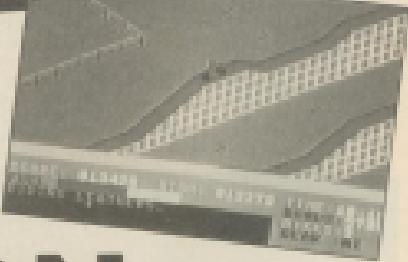




**S**teer Quirky Colin through the streets of this 3D scrolling city using items scattered around to help you overcome obstacles such as the lake, foreground and building site.

The faster you go the higher your score - so look out for items that will speed up your bike - like the turbo charger - and keep an eye on the clock.

You will need skill in controlling the acceleration and gear changes to achieve a good score, especially in the drag race at the end of the game.



## BIKE CONTROLS

Joystick:



Fire button to change gear

Keyboard:

- N - Left
- M - Right
- A - Accelerate
- Z - Decelerate
- SPACE - Change gear

# ACTION

# 3-D BREAKOUT

It is a 3-Dimensional version of the old game of Breakout, with the wall being in the distance and the ball apparently moving in and out of the screen. You simply have to hit the ball back toward the wall with a joystick controlled bat (in part 2) to knock the wall down and score points.

The game plays differ from the original in two ways. Firsty at higher scores the bat does not reduce in size as this made the game practically unplayable, and secondly when the ball is through a gap in the wall it does not bounce back and fore behind the wall, so this made it far to easy to play, but bounces back through the wall at random.

The game gradually speeds up as you score more points until it's played at twice the starting speed. The speed increases occur at 400, 800, 1200, 2000, 4000 and 10000.

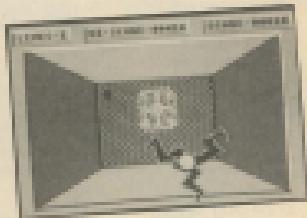
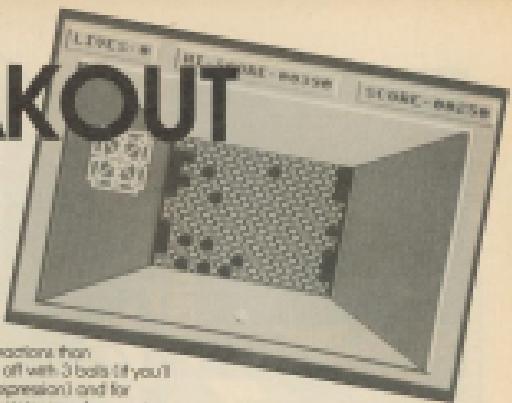
**S**antolus space station - a known hotbed of subversive and anti-human activity. Small wonder then, that you, Earth's most inspired space jockeys, have been selected to go in and clean out this nest of alien war machinery. The problem is that Santolus station is a maze filled with hostile devices. Thanky, you haven't got a snowflake's chance of getting in and out alive, but, chin up, shoulder back - you might as well try...

## A maze of death

The game presents you with a view of the maze seen from above. Using

points, and if you get to that stage you must have faster reactions than me. You start off with 3 lives (if you'll pardon the expression) and for every 1000 points scored you get another life. Also when you have completely cleared the screen you will get a bonus of another 3 lives up to a maximum of 9 lives.

If you fancy a break from Breakout then the game can be paused by pressing any key, and resumed by pressing the space bar. To start a game or to restart a game if you should happen to miss a ball then simply press the fire button on the joystick.



# SANTOLUS

a joystick in Part 2 you have to shoot your way through a number of obstacles in order to reach the alien mothership at the end of the maze. Kill this by shooting into its power ball - if you get that far... The problem is that alien defenders will be trying to stop you. Your ship can absorb a certain amount of punishment, as it is composed of three modules, but as more and more of your ship modules are destroyed, your laser's range and rate of fire will diminish. You have

three lives altogether, giving you the ability to absorb nine hits.

The bar below your present score shows your current laser power. This can be replenished by shooting up a box with ST on it.

A number of objects can be collected for extra points and to replenish your strength. To pick these up just go over them. They are:

CL - Colour bomb. Collect this for extra points.

Key - You may need this to open doors.

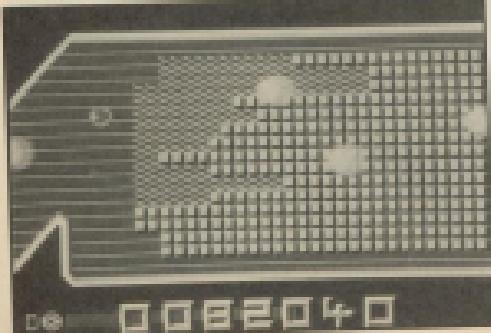
ST - Shooting this will replenish your laser shield.

SR - Collecting this gives you back one ship module.

F - Colliding with this will show your ship up, making you more vulnerable.

Lots of objects will simply destroy your ship on contact. Some of these can be dispensed using your laser.

To pause the game press INS/DEL and to restart use the left arrow key at the top left of the keyboard.





Commodore Disk User is a monthly magazine tailored specifically for C64 and C128 Disk Users. At £2.95 per month it offers the best in all round value for money. Not only do you get an informative and lively magazine, you also get a free disk with each issue. You can purchase your copy on the third Friday of each month.

To whet your appetite, the March issue has the following programs on the disk:

Rogue - Be the 'Guardian' and 'Defender' of your people.

Surround - Reverse your opponent's pieces and win the game.

Geno Fairs - GEOS users take heart, some extra fun for you.

Screen Slide - Create your own impressive vertical slides.

Tic-Tac Challenge - C64's version of a popular questions and answers game.

Keyboard Tester - Check out your keyboard for correct operation.

Screen Manipulator - Make full use of ALL the screen (including borders).

Colour Master - A younger version of match the coloured pegs.

Videos Recorder Planner - Keep your own hardcopy of planned recording sessions.

March's issue of Commodore Disk User will be on sale from Friday 23rd February 1990.

The image shows a stack of several issues of the Commodore Disk User magazine. The top issue is clearly visible, featuring a cartoon character on the cover. To the right of the stack, a large vertical banner with the words 'DISK-USER.' is pinned with a pushpin. The background features a faint, stylized illustration of a person holding a sword.

# ARE YOU MISSING OUT ON THE ACTION?

# PLANE AND SIMPLE

'Whom i large, plastic and brightly-coloured?'

Before you rummage through your sister's chest of clovers, I'll tell you. A Revell F-16A model kit (what else?).

Thanks to our sister magazine Aeromodeller, Revell has given us 5 F-16A kits to give away in our EXCLUSIVE compo to celebrate our EXCLUSIVE review of F-16 Combat Pilot.

The kits are brand spanking new so the shiny ones bought me for Christmas, and they have only just hit the shops. Unfortunately, due to cost-cutting measures, we have to demand that you buy your own glue, and only if you're going to be sensible with it (back to Coco-Cola).

All you have to do is supply the common nicknames for the following three aircraft.

1. F-16
2. F-99
3. F-14

Write your answers on the back of a postcard (or sealed envelope) and send them by March 3 for us:

Build It Yourself Compo

VC

Angus House

Boultbee Way

Hemel Hempstead

HPI 751

Normal Compo rules apply.





# THE DREAM TEAM

Meet the lads who supplied the info this month!



Rik Henderson - Deputy Editor & Freelance Cosmonaut

**R**ik's hobbies include opening beer cans with his head, screwing in the bolts, and annoying RH games with his profound jokes. He has gone down in the annals of time for his stunning portrayal of a pair of windscreen wipers in a school production of *The Wheels on the Bus*.

Adrian Pumphrey - Games Editor & Part-time Zoo Attraction

Adrian is a hulking figure of a man best known for his dainty touch and quiet mien. His war experiences in life involve a therapy, the editor of a well-known ex-wife magazine, and the fraud squad (but it's probably best not to repeat the gory details). He has a wonderful personality, and the names that System 3 have called him are completely unfounded.



Adrian Pumphrey's Top Sheep Name

Ermengrude

## Ashley Cotter-Colms - Games Assistant & Fish Oscillator

Alice Eugene Cotton-Yarn, Ashley is a recent addition to the YC Memorial Mental Hospital. He lives



for a joystick, but unfortunately his marriage proposal was turned down by the competition Pro. Games are his hobby, and coffee is his weaks (nobody has a better relationship with the coffee machine).

Gordon Hamlett - Contributor & One Man Barber Shop Quartet



Gordon is a long serving member of the Ouch! Stilettos Lodge. In his lifetime he has scolded many steers in Penetrabough, climbed enormous amounts of steps (20-40), and laughed in the face of the barmen when told to drink up (all tightening experience).

## The Team's top ten PR Girlyies

Lesley McDonald - Electronic Arts  
Danielle Woodward - US Gold  
Beverly Gardner - Audiogenic  
Amanda Barry - Lynne Frankis (PR for Activision, etc.)

Modia Singh - Accolade  
Lesley Walker - Virgin Mastertronic  
Pam Griffith - Ocean  
Glen Edgeley - Domark  
Marta Pawlak - Entertainment International  
Simon Harvey - Borington Harvey (PR for Rainbow Arts, etc.)

## The Team's top five games of the month

Banana  
F-183 Combat Pilot  
John Madden Football  
Snow  
Don Done III



## The Toys for the Boys (the top bibes of the month)

The Toobin' nibbler ring - Domark  
The Electronic Arts Sweethearts & Paper jackets - Electronic Arts

## Rik Henderson's Top Ten Comics

Akham Asylum - DC  
Deadline

Hi! (what a surprise?)

Justice League America - DC

Justice League Europe - DC

The Bogie Man - Fat Man Press

Love and Rockets - Fantagraphics

Key of the Boxes - Oma is not a place

The Dark Knight Returns - DC

Toboo - Spidergraphics



DEADLINE

# HOLMESOFT

#### MAIL CONFIRMATION OF ESTABLISHED RETAILERS

DEPARTMENT OF  
ALGEBRAIC  
COMBINATORICS  
AND DISCRETE  
STRUCTURES

**ROBERT SOFT**  
Associate Professor

This is Elite's offering to the Christmas compilation market. "Thrill Time" consists of "Alwelt", "Scooby Doo".

Supplier: ELITE

Price: £9.99 (Cass) £14.99 (Disk)

"Dorlehip", "Sobocore", and "Frank Darno's World Championship Boxing". Obviously, the emphasis on the package is value for money, but will it be "Thrill Time" on Christmas morning - or will "The Sound Of Music" be an enjoyable alternative?

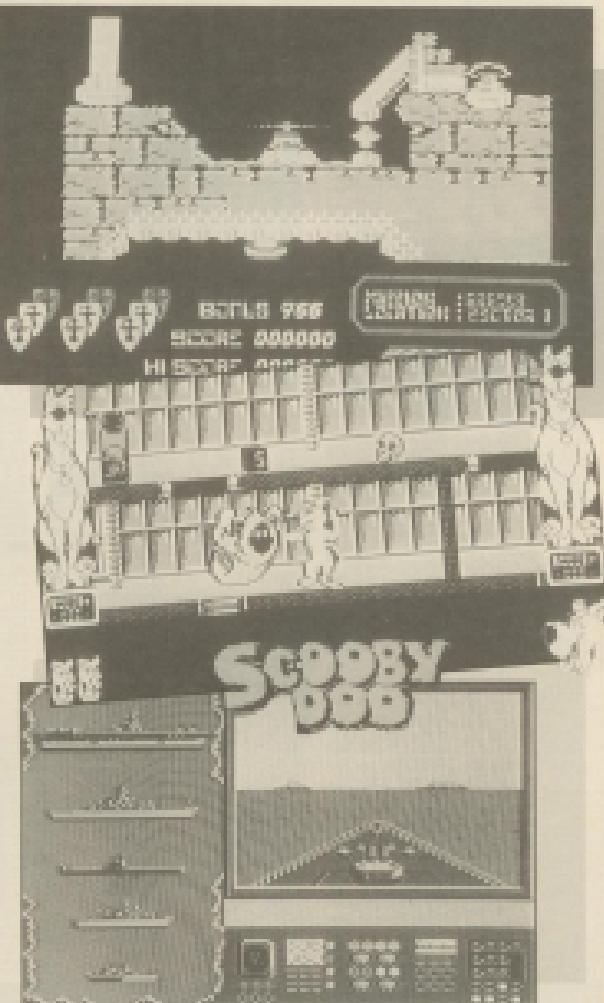
For those of you who can't remember it, "Alwelt" was an American TV series. In it, a billion dollar helicopter was stolen from the US Government. Much to their embarrassment, it would show up (and solve) Top Secret missions. Then it would fly off into the sunset. It had all the features that you'd spend a billion dollars on if you were building the ultimate chopper.

Anyway, this time several scientists have been kidnapped. They are held in an underground base and as the top pilot (visible) you've got the job. Flying Alwelt is hard enough without lasers, security systems and machine guns everywhere. This is of course exactly what you're up against. You can fly almost around and clear of various hazards with your guns. These are live scientists in oil, and each is more difficult to find than the last.

This game is simply too hard. The helicopter is very difficult to control with any degree of accuracy. As you've only got one life the game recons for too often. Dated.

"Scooby Doo" finds our food-loving chum in a bit of a fix. The rest of the gang have been kidnapped and are being

# THRILL TIME (GOLD 2)



held in a creepy old castle. Despite being a coward at heart, Scooby decides to go in and rescue them. Our hero has to jump over the hazards in the castle whilst avoiding the inhabitants.

These take the form of Scooby Ghoul, Ghostly Ghouls and Devious Devils. Scooby can punch the baddies on the snout. Even so, Scooby might find it all too much were it not for the Scooby shield. These are scattered around the castle at random and give Scooby an extra life.

"Scooby Doo" is dated and it shows. The graphics, whilst large, are clumsy and lacklustre. Punching ghosts on the nose is okay for a few minutes but it soon gets old. Scooby can quickly lose lives because the ghosts teleport away very suddenly.

"Bombership" is the classic game of seek and destroy. It is usually played by two players. However, there is a one player versus the computer and a league option. Each player has his own weapon space. He places his ships secretly and then the players take it in turns to shoot randomly. The winner is the person who sinks their opponent's ships.

The game appears more polished than the others on the compilation. The graphics are interesting as well as functional and the shooting phase is a nice addition. The game is one that you'll either love or hate. This is a game that the whole family can enjoy and I recommend it.

In "Saboteur", you are a man with a mission. Highly trained in both armed and unarmed combat, you have to retrieve a disc. This contains the names of Rebel leaders and is, of course, top secret. Not surprisingly, it is well defended. Held in a top security establishment and protected by guards, dogs

and security devices.

You start by landing on the jetty in an inflatable dinghy. Throughout the complex there are various weapons to help you fight. These include shotgun, grenade, knives and bricks. You have to find the disk and meet the helicopter on the roof to flee. There's no time to spare.

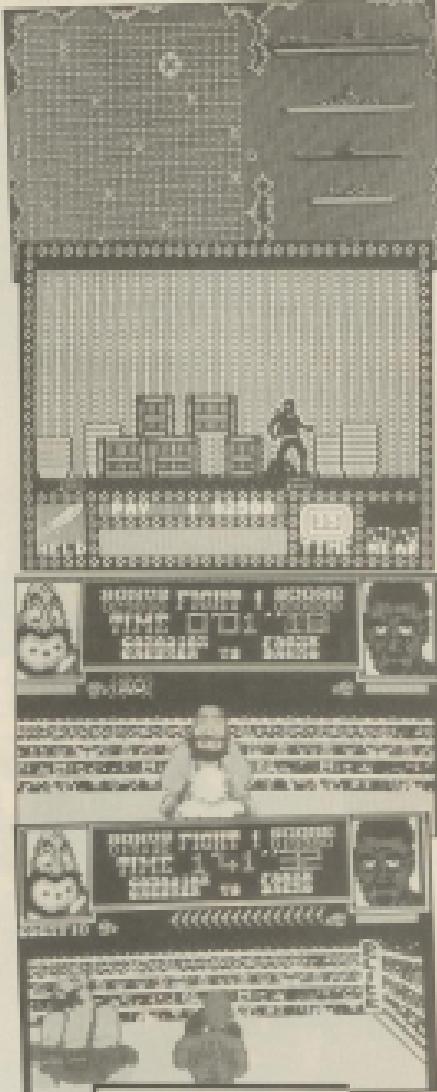
This is another game that shows its age. The graphics are indistinct and the controls are fiddly. It's hard to pick up items and climb ladders. Although the game is hard to finish, it's really not worth trying.

Finally, "Tron Grand" lets you play the part of your favourite heavy-weight hero. You must guide him through his bid for the world title. He must fight eight opponents from all around the world. Each one has a different graphic and fighting style. Also they have a silly nickname. Ping Long Chop does a flying kick and Andie Punchewad does a head butt.

But our Frank is not going to stand for any of that. Harry vs he punches his opponents till punchmeter increases. When it becomes maximum he can unleash a devastating punch. Unfortunately if Frank gets hit then the punchmeter decreases. Once Frank defeats an opponent then he gets a code and you have to load in the next boxer.

"Tron Grand", the game, is about as current as his bid for the World Championship today. The graphics are extremely blocky and the game itself is frustrating. Control is awkward using both keys and joystick. There's still a lot of game here for those who like a challenge. I was put off though.

Overall the package is far too dated. There are many better compilations available on the market. ACC



50%



## GHOSTBUSTERS II

PC/MAC GAME

Supplier: Activision  
Price: £9.99 (Cass)  
£14.99 (Disk)

They've back! The original ghostbusting team return to save New York again. After being sued following the destruction of the Stay-Puft Marshmallow Man, the team disbanded. The media blew up the affair to a flood. Sadly, our heroes have had to make ends meet by becoming performers.

Dana Barrett (Alice Seymour (Weaver) returns to New York. She now has a son, Clark, but the powers of the supernatural follow him. Dana knows that the forces of evil are

back. She also knows what to do about it. "Who you gonna call?"

Ghostsbusters of course! The real gang of four are back and fighting it. New York is in peril from the evil spirits - freaky phenomena of all shapes and forms! The game itself is in three parts, and the first sub-game sets you the task of collecting a sample of slimes. To do this a team member needs to be lowered down a shaft by winch, on the way he encounters slimes, ghosts, winch-eating blobs and huge hands.

Luckily like every good boy-scout, the ghostbuster is well prepared, as he has a choice of three weapons at his disposal. The usual proton beams, an energy shield, and a PR bomb. The lasers can shoot most of the ghosts, and the bombs destroys the winch-eating and flying blobs easily. As you swing from side to side you have to pick up the three parts of the ghost scoop. These and replacement weapons are on ledges on the sides. Picking these up is the hardest part of this

section, but once you've done this it's onto broadway:

Now the team have to reach the art museum and to get there before the new year they've dynamited the Statue of Liberty! You have to protect it from the flying spuds, slimes and ghosts with but a mere fireball. This shoots missiles at the ghost who, once hit, run into droops of slime. Your loyal group of men can then run out to pick it up. The slime then adds to your energy, which is reduced when hit.

This section of the game is rough to complete with hordes of ghosts swooping into the cockpit. These are all well drawn and animated. Control of the fireball is simple and effective.

The final section of the game is at the museum. You have to rescue Oscar and destroy something called "Vigo the



Corporation". You start by exploding in from the roof. It is another blasting section, and is also hard to play.

Ghostsbusters II is fairly well programmed. I liked the opening sequences, which included digitized graphics from the film. The ghost graphics were the best (and more convincing). Unfortunately, the game will fall down on its lasting interest because the challenge is too insubstantial. Horning said

that, it is fun for a while. A score of some kind would have added interest. As it stands, the only incentive to play is to complete it, and not too many people will find that difficult. One for kids only. AGC

73% <

# STBUSTERS

# CHASE H.Q.

Supplier: OCEAN  
Price: £9.99 (Tape)

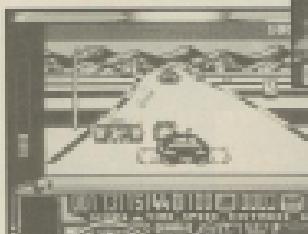
It seems that crime is paying more often these days, because the bad guys to be seen with are driving Ferraris, Lamborghinis and Lotus'. This would make catching them impossible for your run-of-the-mill police cruiser or Panda car, so on Chase H.Q. the law-enforcers are given a Turbo charged Porsche 928 instead.

As chase H.Q. no-one ever 'hours' "PULL OVER!" to a criminal - he's got to be forced off the road in true James Bond style. The difficulty of the race varies according to the level but then who said that being a speed cop was going to be easy?

Whilst chasing the criminal you have to negotiate turns in the road, road signs and the other road-users (who actually obey the speed limit) and all against the clock. You are given thirty seconds to knock him down. Crashing into other cars or roadside obstacles causes a catastrophic loss of speed (and time). Taking a wrong turn in the road more or less nabs your chances of catching him as well.

If you finally catch up with the baddie, you are given a further thirty seconds to run him off the road. It's best that your Turbo comes into play. Government funds the racing vehicle they are in use, so it's hard to those few points when activated, the car accelerates to speeds of over 300mph, which gives you a definite edge! You

# 69%



then have to collide forcibly with the back of the rogue driver's car. Each time you do this, successfully or not, is recorded. A gauge records the number of hits before submission. Once the criminal submits, Hancy or HQ. then gives you details of the next mission.

As a game Chase H.Q. bears very little new ground. The idea of running a car off the road is not new - nor is the perspective view from above and behind your car. The car responds fairly well to speed and inertia, so speeding around a corner at 300mph is a good idea! The graphics work fairly well with a good impression of an uneven road created. The impression of speed is not so good, and the whole game seems to advance in slow motion. The game plays well enough, but perhaps a little too easy, despite the time limit.

There is average music on the tape, but only engine sound fit during the game. There is no high-



score table but there is a high score recorded. Knocking the car off the road is the hardest part of the game, but once mastered you'll have no trouble completing the game. At the end you are given a competition 'Get to know yr 'n' Exper' which is, or has at least, amusing.

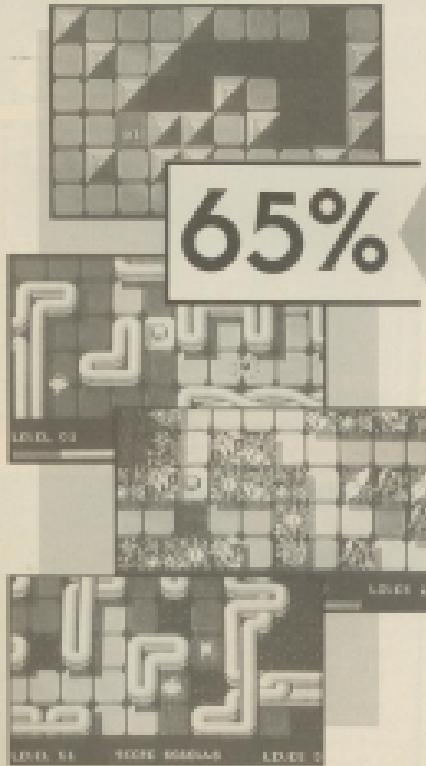
And that's it. Nothing is particularly wrong with Chase H.Q. but it seems to lack originality. It needs to lift it above the clutter of driving games on the market and with only five levels, I have serious doubts about its lasting interest.

ACC



# MAZE MANIA

Supplier: Hewson  
Price: £9.99 (Case) £14.99 (Disk)



**F**lippo is a small, round thing with legs. Life as a small, round thing with legs would be very boring if it were not for the mazes of the Upper Plane. These are jolly good fun to be in. For one thing, every time Flippo takes a step he makes the floorzone which he's treading on flip over. This often changes in colour to another bright shade.

Flippo is blissfully happy when he's leaping around the mazes, flipping loads of paving stones over. Sadly, there are other inhabitants of the planes who have nothing better to do than drain Flippo's energy. These take several nasty forms but none are as cute as Pippo.

Also deadly to Flippo's health are the gaps in the mazes. These are gaps in the Upper plane and if fallen through our hero dies. This is preferable to die in the inner space below. Luckily, Flippo could give Olympic long jump training and can leap over the gaps. He can even turn in mid-air.

Some of the squares turn over a different colour to the rest. These are squares that need to be run over from a different direction. Flippo often has no bookmark in order to change these again.

Occasionally Flippo encounters icons floating around the maze. These give him temporary immunity to the monsters and in some cases another life. Should Flippo turn all the squares the right colour he has to find the portal. This is a flashing square which transports him to the next maze.

The graphics are represented from above in isometric perspective. The borders of the mazes are varied according to the level. Each is colourful and well drawn. Flippo himself is a nicely done character, short and fat and blue. The mazes vary from excellently to poorly drawn and animated. Some are large and colourful others are small and blurry. They seem to move randomly about the maze but it's easy to be trapped by them.

The game is very playable and fairly addictive. It has got enough thematic to keep you playing rather than annoying you. Should you progress through a level there is a restart option which functions twice in any one game. The levels are fairly tough, with each one taking up several screens. These are flip-screens rather than scrolling.

Having said that I feel that Hewson have taken a few steps back with Maze Mania. It is a cross between Poemania and Giga-Man (remember that?). Maze games are the definition of unoriginality and this one is no exception. Flippo has the cute potential to be a cult figure, but I doubt that this game will be successful enough to warrant a sequel. The truth is that there are far too many games of this type available already. Many of them are better than this one too. Unless you have money to burn or you are a real fan of maze games then buy before you buy. ACC

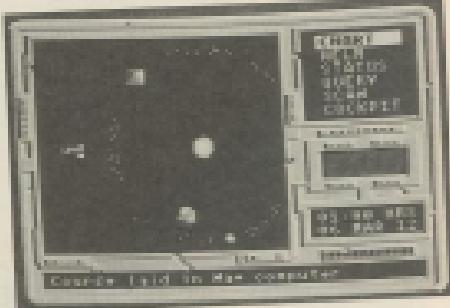
# Space Rogue

Price: £14.99 Disk  
Supplier: Origin

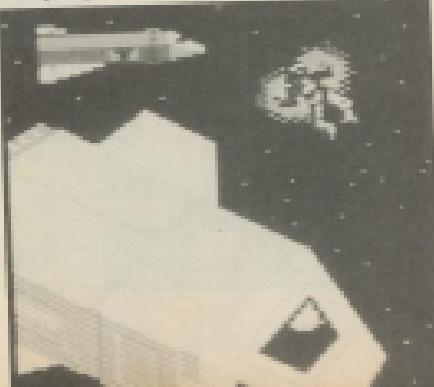
Skills needed: •  
Basic maths •  
Basic in space.

You don't know what you have done to anger the Captain, but he always seems to pick on you when there is a dirty job in the offing. Here you are in deep space, looking forward to a decent bit of leave when the bridge reports an apparently abandoned spaceship just sitting there in the middle of nowhere with no apparent signs of life.

Naturally, it's a mugs' thar has to go and investigate. You reach the ship and confirm that there is no-one aboard. You have visions of your annual leave being spent writing reports that no-one will ever need and one busy touring life, the universe and everything when a Monchi raiding ship screams in from nowhere and blows your home for the last six months out of



Feeling along in the void of space. •

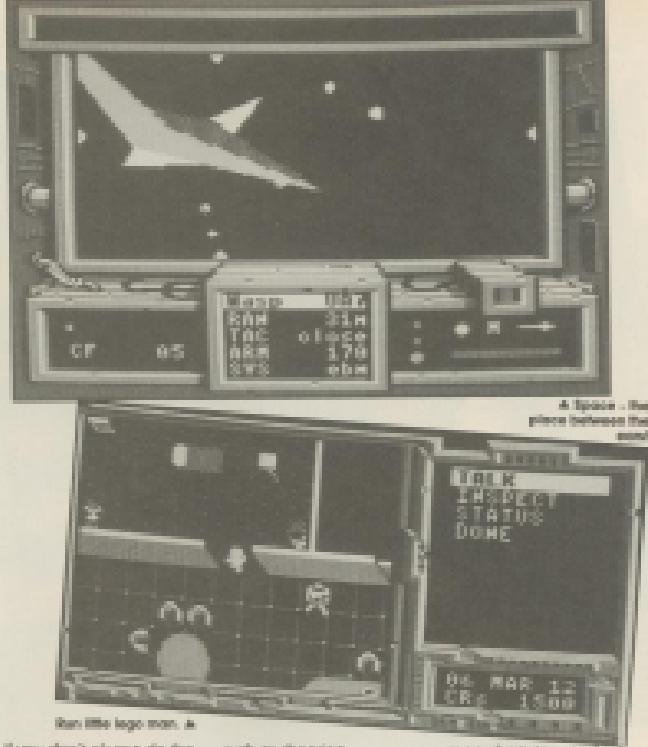


the galaxy. You travel a similar fate but the Monchi appears to have also logged the time craft as being devoid of any interest whatsoever and one gone just as quickly as they come. Maybe it is your lucky day after all.

The machine that you have just inherited is a brand new Surancer. Even the instruction manual is still on the dashboard although someone has scrawled a few cynical comments about some of the more fanciful advertising claims. How does not appear to be the moment to sit and think about what the ship is doing light years from anywhere. Instead, you call up the navigation screen, select a friendly base and let the autopilot do the rest of the work as you try to figure out the various controls of your new toy.

**Space Rogue** from Origin is a sort of Elite with a few elements of role-playing tacked on for added interest. You can follow the path of trades, piracy or bounty hunting or a combination but all three paths will eventually lead to another much important quest, about which you know absolutely nothing. Talking to people gives you the odd clue about your final destiny. Nothing major you understand, just a little bit of intergalactic intrigue, a few assassination attempts and the fate of billions of people in your hand.

How you choose to behave affects what happens to you as the game progresses. Like Imperial, makes out of the skies, willy-nilly and you might earn yourself a lot of money and space-cred, but don't be surprised if you suddenly find a price on your head. You don't please all of the people all of the time. Above all though, talk to people. Knowledge is power even



A Space - the place between the

If you don't always do the right thing when you possess it

Your space ship comes equipped with all mod-cons but that doesn't mean that you can't add on a few optional extras such as nuclear tipped nova missiles - purely for self defence you understand. Many of the ship's functions are automatically controlled but you can choose to override them should you decide that is in your best interests. For instance, if the enemy is jamming your targeting computer, your missiles will probably go well wide of their mark. So turn off your on board auto of the auto computer and use good old hand-to-eye coordination instead.

There are plenty of other features in the game to get to grips with,

such as choosing whether to use Newtonian or Cruise flight modes.

Each has their advantages and disadvantages and both are likely to prove equally frustrating to the beginner learning to drive. Then there are the worm holes, huge tunnels in space allowing vast distances to be travelled in somewhat less than the usual time - or have about a game of Herbie An arcade game with a prize at the end - if you are very good.

Documentation is first class with an owner's guide to their new machine, por-

riop, short story and cut our model of two of the space craft included.

There is plenty to see and do in Space Rogue but all the action happens very slowly. This is not so much due to the game itself but the fact that disk accessing - and there is a lot of it - seems to take for ever. Certainly, I found myself wishing that the whole thing would speed up - there was too long a gap between anything interesting happening.

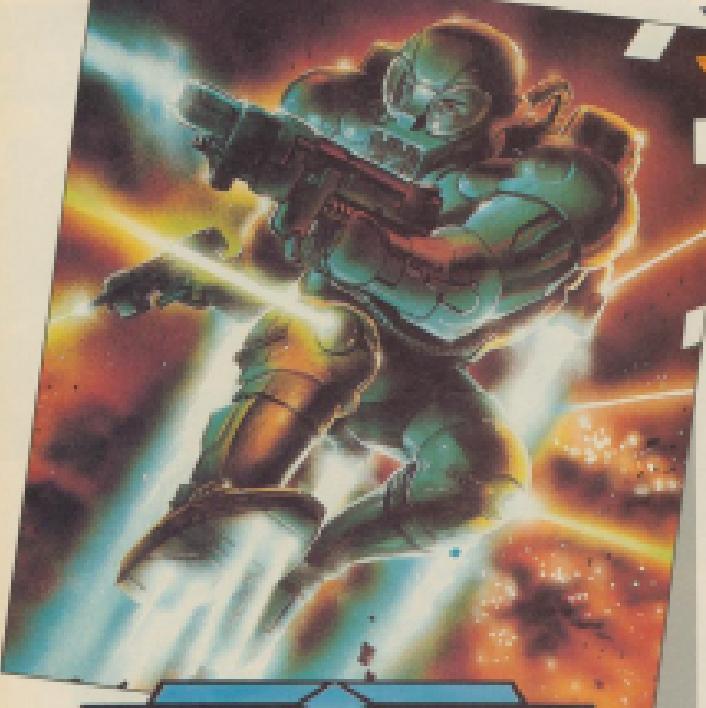
There is a lot of game here if you just have the patience to dig it out.

GR





FUN #1



## RETROGRADE



**Supplier:** THALAMUS

**Price:** £12.99 (Disk)

£9.99 (Cass)

chosen to stop this contest. Guess what - this means blowing them to smithereens with your blaster!

This is the setting to Retrograde, the latest shoot-em-up from Thalamus. As usual, it's one man against the rest of the universe. Fortunately, you have an advantage in the laser clannad bid to overthrow Humanity. You have a hugely destructive laser pack. When the

game begins, you have a small bullet-type laser beam.

This makes destroying the aliens quite hard work, as they take several hits to kill. Luckily, when they turn into Arcs, Arc is the local currency and comes in 5, 10 or 20 Arc sizes.

Once you have collected lots of Arcs, you can go to the shop. It sells various "power ups" for your weapons, including extra shots, diagonal shots, super shots and triples. These all make blasting the aliens that little bit easier. In turn this makes

getting Arcs that much more simple. Also for sale are weapons that can be strapped to your fist. The fist weapon is used RoboCop style, no punch out the aliens when you are walking along the planet's surface.

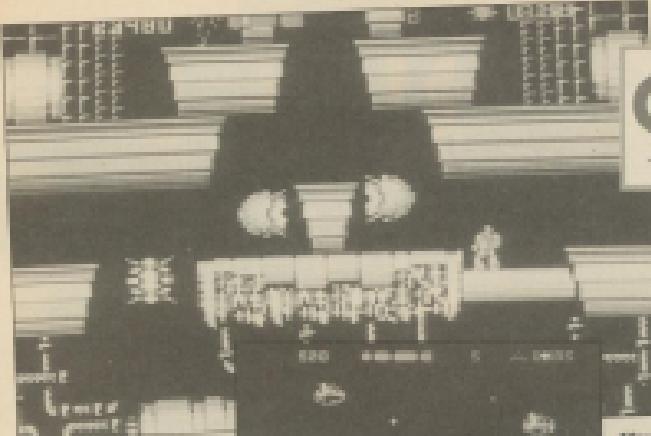
Colliding with aliens drains the energy from your shield. You start with five shields, one is lost if the energy reaches zero. Hopefully an extra shield is awarded with every 20,000 points. As well as this, an alien occasionally drops a "POW" symbol. If collected, you have a bonus shield which cannot be replenished but you do not lose a life if it is destroyed.

It would be nice if life were as simple as that. But you still have a whole Universe to save, not just one planet. On each planet there are several reactor ducts. As you punch robots on the ground, accidentally one drops a planet buster. Once primed, it can be lowered down the shaft and plucked. This starts the destruction of the planet. Once all of the ducts have been primed then the planet is destroyed. This means that you cannot merely fly around the planet blasting - you must combine it with a bit of the RoboCop too.

Your activity has not gone unnoticed. Predictably, the evil owner of the planet is none too pleased at its destruction. This is where the trouble really starts. It appears to

A competition between seven great evils in the Universe is underway to see who can invade the most planets. Not unreasonably, a few people are a little unhappy about this, and as a person who agrees with his blaster, you have been

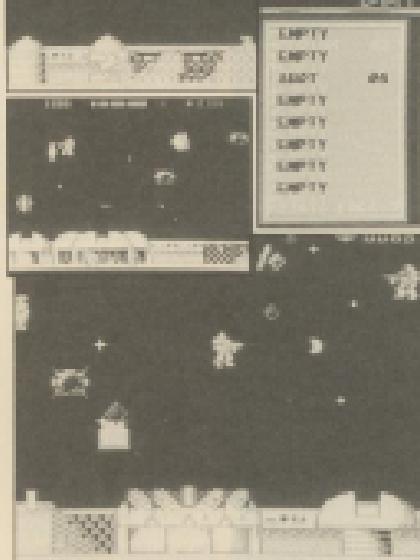
# 95%



destroy you itself, in the form of a gigantic monster. I think I've seen this before somewhere...

The evil monster resembles a cross between an octopus and a flyblubber! You appear in deep space behind it. Using just your puny weapons, it must be destroyed in order for you to progress. It is heavily armored, launching missiles and shooting laser beams at you. As you destroy it, pieces break off and it gets weaker. Kill it and you can progress to the next planet. There are seven in all, each one harder than the last. Later planets feature different sprites and backdrops, as well as more ducts. The end of level bosses become more and more difficult to destroy, bigger and more heavily armored.

A lot of creativity and imagination has gone into the production of Retrograde. Thematics have not only concentrated on the graphical nor merely the gameplay. The result is a well-balanced game which uses the Commodore 64 to its maximum potential. The graphics are colourful and well animated, with smooth scrolling. Despite the number of sprites



which move around on screen, neither the speed nor the smoothness suffer as a result.

There are many clever touches in Retrograde. As the game loads you get a choice of seven different tunes. These vary from slow melodies to funky rhythms

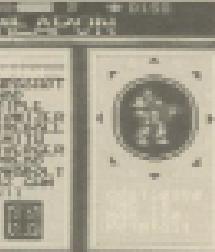
and all are well programmed. Selecting weapons is handled by highlighting the weapon you want to buy, then pressing the file button. This means that control can be handled purely from the joystick itself. I liked the idea of being able to sell



▲ Choose death-spiky bits!

—> Upgrade and destroy from memory cards!

▼ I'll have a mega-large super weapon...



■ Oh no, don't put that large bad breathing implement up there!

weapons later to buy newer ones.

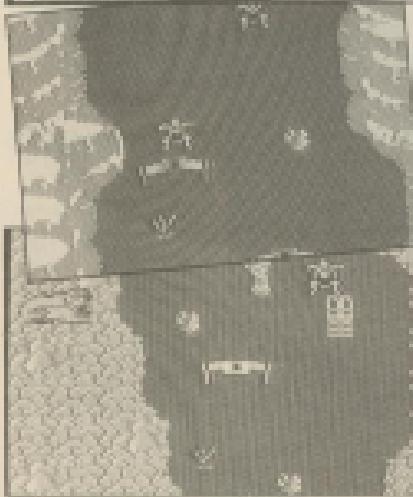
Having said that, Retrograde is not particularly original. Countless games feature the idea of upgradable weapons and end-of-level monsters. The central theme is similar to that used in many other games. However, this is no slouch in a game which uses these elements well, and this one does.

Retrograde is a masterpiece of programming. It has addictive qualities, is extremely playable and looks and sounds impressive. If you like blasting games, then I cannot recommend it highly enough. Buy it. AWC.

# TOOBIN

56%

Supplier: DOMARK  
Price: £14.99 (Disk)  
£9.99 (Cass)



If you've ever floated down some of the most dangerous rivers in the world, but were scared off by the risks involved, perhaps you'd rather try it in a rubber tube? That's the challenge that 'Toobin' offers you in the arcade conversion from Domark.

As either Bert or Jet, you must paddle down rivers and rapids. Your tube does not puncture on rocks; you just bounce off. Seizing at the top of the river, you have to negotiate your way to the party at the other end. As if this were not dangerous enough, there are many added dangers along the way. These include fly fishermen, water snakes, a hungry alligator and sub-coco coconuts! All of these hazards puncture your tube and lose you a life.

On top of all these dangers, there are anti-social party poopers along the river banks. These will try everything in their power to stop Bert and Jet from達成ing their goal. Flyin' High, you are not defenceless. Beer cans can be collected en route which you can throw at the various enemies which line the river bank, stunning them for long enough for you to escape past them. There are also rapids which rush you quickly down the very rocky scrolling screen and spaces which award bonus points if successfully negotiated.

Propulsion is achieved in the time-honoured fashion of fantastically

paddling with your hands, either backwards or forwards, and rotating left or right with your feet. This is a frustrating mode of control, which is very easy to misjudge.

This would be all very well, but the game is utterly let down by its graphics. The 'Toobies' (Bert and Jet) look like water polo men and some of the riverside enemies are entirely indistinguishable from the background; the ones you can see include several harpooning Spinners (1), and the fly fishermen resemble leprechauns. Legomen. Some of the objects you collect look like beds of nails, tangerines and shrunken.

Some of the hazards are almost impossible to avoid, as the scrolling often hides them until you're on top of them. Add to this the fiddly control system, which often gets you stuck on a gate and beaten by the alligator, and you'll soon be headbutting the keyboard in frustration.

I remember seeing this game in the arcade, and its attraction was its colourful graphics. Domark have unfortunately failed to convert them with any degree of accuracy, and so the game loses its "style" appeal. Apparently Bert and Jet are in search of the most outrageous party they can find. Six old-age pensioners drinking lemonade and dancing to the 'Dandy Song' would doubtless be more entertaining than this dire effort.

There is a two-player option for the brave, but I doubt if anyone would dare show this to their friends, for sake of losing them. This has the feel to me of an arcade conversion which has been tattered out to coincide with other versions. There is no excuse for this. Avoid the game.  
AGC

Price: Disk £14.99, Cass £9.99

Supplier: Virgin Mastertronic

# Dan Dare

## 82%

Here the evil Melton lurks you are sure to find the invincible hero Dan Dare. In this third computerised confrontation Dan must escape from the Melton's clutches. Caught while sleeping Dan finds himself inside in the Melton's hideaway basecamp. His only hope of escape is via a lone fighter he has discovered. The only problem is its lack of fuel. So Dan sets forth jet pack on back, gun in hand, ready for all space-borne monstrosities the Melton may bring to throw at him.

Dan starts his adventure in the storage areas, but even here the hostiles lurk. After blasting a few mutants (they weren't until they met with the Melton), surgeon'd with his portable mutant blaster he comes face to face with his adversary. Dan leaps at the chance to destroy his age old adversary but it is not to be. After

exchanging plasma bolts the Melton heads for sunken climates, with his personal teleporter. However all is not lost as he leaves behind a pass for the public teleporter. Before closing off to adventures new a quick scan of the surroundings reveal two computer terminals. One supplies fuel for the jet pack, but the other is for more versatile machine. At this terminal Dan can purchase

extra weaponry in the form of bouncing bombs, smart bombs and extra ammunition for his blaster. It is also possible to buy extra lives here if you have the cash.

Using the teleporter brings about its own hazards. As Dan walks through the ether he must be guided through a tunnel of squares which come at him. Failure to correctly navigate a square results in damage which in turn can lead to an early demise. If you die during reteleportation your body is returned to the starting teleport terminal before you resume with another life.

The second level is slightly longer and contains even more mutants. Once again you find the Melton and slug it out. Now you have your third pass you can choose your destination. Here lies the strategy element of the game; you can risk all by assaulting the next level of you can play it safe and return to the stores for a few more lives and some extra fire-power. After a few levels you have enough fuel to escape so with all hope you return to the stores, zap the terminal and blast off into, no nor the wilds of space, but the blaster doors. After



banging your head against the wall a few times you retain cutting yourself for thinking things could be so easy.

Exploring the mutant infested maze of the melton's base is fun and the excellent graphics

enhance it dramatically. If there is one complaint about this game is the repetitiveness of the levels, of course of mutants and rooms followed by more mutants and yet more rooms. All



# F-16 COMBAT PILOT

Digital Integration have a long-founded reputation for producing state-of-the-art simulations. "F-16 Combat Pilot" is the latest of these. As expected, it sets the standards that all other flight sims will be judged by.

You have a choice of either training or a fully fledged mission. These include Tankbuster, Dogfights and Scramble. You can select quadrant to get up in the air straight away. This puts you at the end of the runway with a mixture of weapons.

Soon open the throttle and pull back on the stick. The computer greets you with a realistic whine of engines as the speed increases. The screen updates smoothly and fast with hardly any flicker. Once in the air there are counters displayed to keep track on. Heading is automatic so you even have to raise the undercarriage. There are displays for altitude, airspeed and pitch. Also shown are current missiles, several radar and fuel levels.

The emphasis is most definitely on simulation not game. You have to have a good head for technical details or you won't get very far. Once airborne it's a good idea to fly around for a while. This helps you to get the feel of the craft. Do a few turns, swoops, fire a few missiles

Supplier: Digital Integration  
Price: £9.99 (Cass) £14.99 (Disk)

- who said that simulations aren't fun?

Of course there is a more serious side to the game. There are five in-depth missions. Before starting one you have to

equip your plane from scratch. You can select various missiles and other add-ons to your heart's content. Clearly, different missiles will be used for different missions. For the scramble mission, you'll need air-to-air missiles, for Tankbuster, air-to-ground ones better. Add-ons include flares and extra fuel tanks.

When equipped, you then have to taxi your way out of the hangar. Even this comparatively simple operation is certainly not easy. It requires a very delicate touch on the controls indeed if you are to avoid crashing. When you've eventually found



the runway again it's take off time, this should by now be a routine operation.

Back in the air, and HQ will begin to broadcast information to you. This will be relevant to the mission, and may be as simple as the position of the next target. Alternatively it could be a bonus stations alert! There are also five different radar type displays. These show ground targets, maps and other vital information.

Depending on your mission, you may then have to fly to a target to strike, or seek out an enemy plane. You can enable your combat computer once engaged. This helps you to plan your shooting strategy. You can lock a missile on your target, or blast away with your guns.

Of course the enemy have also put out their best pilots. These are all intent on sending you to an early state funeral. They know all of the tricks in the book, and will use them mercilessly. Fortunately for all you budding top guns out there, you get a copy of the book.

This is the flight manual. It's essentially "The ABC of how to fly an F-16". Included in this hollowed tomb is a detailed breakdown of the various types of missile. This is very useful as it helps to plan your timing of the plane. There are sections detailing taking off and landing, taking and combat procedures. These are especially useful and are worth practising. Even if you can't perform a reverse donut loop with twist, it'll impress your friends. If you say so you can!

The book is well produced and written. If you don't need it before taking off it's like wiring a plug without knowing which wire is live. Certainly the missions are far harder without the essential

# 88%

background knowledge. The missions can all be altered to suit your skill level. If you have the inclination you can litter the map with tanks but don't expect to complete the mission easily.

The game isn't all about mathematics about how you write it off. Whether

you escape the top of the control tower or take a missile in the backside the screen shakes. All that hard work down the drain. Luckily you can start all over again on a different mission.

F-16 Combat Pilot is a milestone in Commodore programming. Despite the

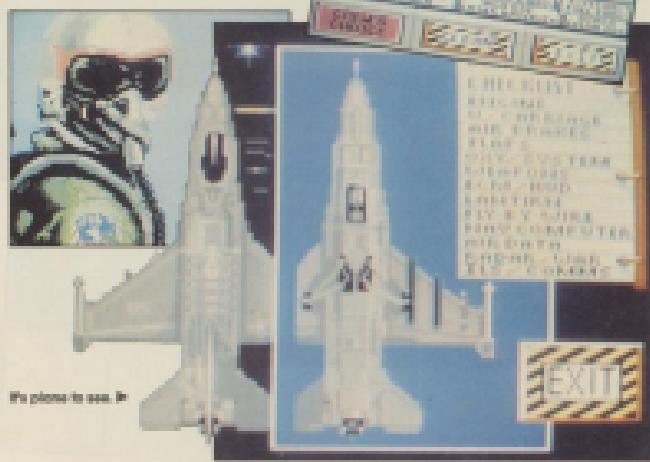
program's huge size and complexity the speed does not suffer. There are thirty-three controls including the more obscure ejection seat, fuel and weapons dump and catapult. Crumpling all of these into the 64 while retaining the gameplay and speed is a true achievement. Digital Integration should be proud of this effort when they could so easily have bogged our a conversion as other do. ACC

A White knuckled after hunting.

Arm her up!



If I've got need, or need for speed!



If she's to see, it.

# LEISURE GENIUS

## 'Classics'

Supplier: Virgin Mastertronic

Price: £19.99 Disk, Tape

**N**othing brings the family together on those cruel winter evenings better than a good old fashioned board game. The problem lies in those cruel winter evenings spent alone. There are two solutions to the problem, one is to become a psychopath and develop a few extra personalities and the other is to buy the Leisure Genius 3 Pack from Virgin Mastertronic.

Three board games are presented in their pixelated splendour for your delectation: Cluedo, Scrabble De Luxe and Monopoly. All three games have previously been released but this is the first time that they have been presented in a single package and for the price of £19.99.

The first game to fall under my scrutiny is Cluedo. The essence of the original board game has been preserved with a few minor additions as only a computer can do it. When the characters appear ready for their trip around the board a little ditty is played which corresponds to the current character.

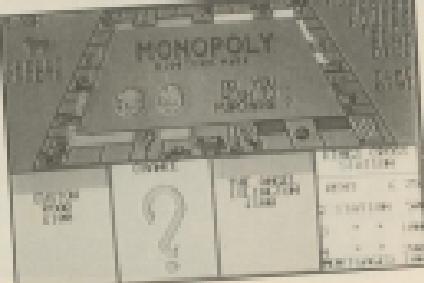
All of the participating characters can be under either human or computer control. It is even possible to select the intelligence

level of each computer controlled character. A number of options are presented to the player each turn. It is possible to make the final accusation, a simple suggestion or review the cards you hold. There is also a choice option which displays the notes the computer automatically makes for you character as the game progresses.

The graphical representation of the board occupies two thirds

of the screen with the remaining third displaying the current character and a list of options. The only disadvantage of this game occurs when more than one human player is playing. When you view your notes or cards you must cover a portion of the screen so the other players do not gain an unfair advantage when they see your cards.

Monopoly is a classic board game and this is a classic conversion.



Gameplay in the computer version is identical to that of the board version. Once again there is the problem of covering part of the screen to view your cards but apart from that this is a fun conversion. For the single or limited group of players it is possible to have a number of computer controlled characters each with a user defined IQ.

The race around the board holds the familiar thrills as the mad dash for the expensive properties begins. One advantage of the computer version is that you will lose none of the cards and the computer handles all the banking functions, a blow to those slight of hand players.

The problem with playing only against computer controlled characters is that you cannot see them sweat as the dice rolls and they approach your hotels. At least you can set the computer characters to the lowest level and give them a severe thrashing.

The final game in this selection is Scrabble De Luxe. This is by far the easiest and most playable of the conversions. Although you can see each other's letters this does not unduly disrupt the

game. There are the usual options to have a number of computer-controlled players with an IQ of your choice but there are also several features which add significantly to the game.

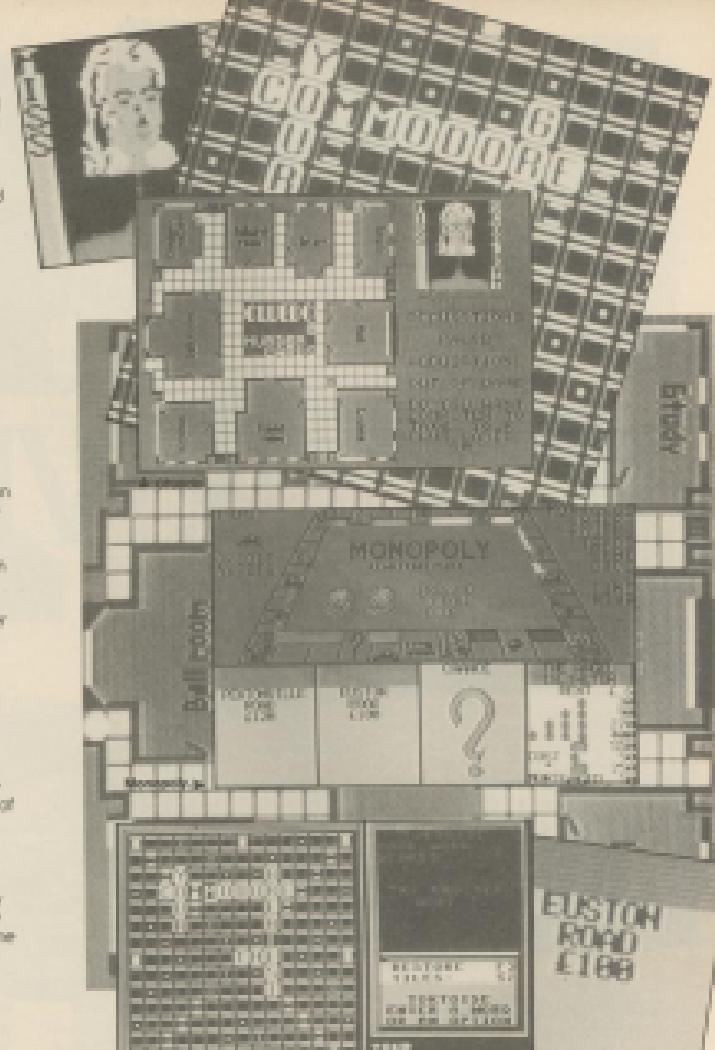
The computer version of the game neatly eliminates those obscure two-letter words by checking every word in its in-built dictionary. Those words it does not recognise it queries, but the human player can override this and thus cheat. For those players that find it hard to string two sentences together a help option is available. When activated it option finds the best possible use for the letters you hold. A rock full of tiles can at times bring little inspiration so to help the struggling player the tiles can be randomly jumbled in order to bring forth that elusive combination. Further options allow the player to place a limit upon the thinking time and access charts showing tile and board values.

This is one computer version that plays equally well despite the number of players and if a player drops out the computer can always take over.

One fun aspect of all these games is the ability to switch to a completely computer-controlled game at any time. If the outcome cannot be waited for, make every character a computer-controlled character, set the game speed to maximum and go make a cup of tea.

As a package this selection represents excellent value. Although each of the games support a number of human participants only Scrabble De Luxe really works with more than one human player. This is simply a solitary social event of the year.

J.P.





# TEST DRIVE



ACCELERATION	
0-60 MPH.	10.0 sec.
0-100 MPH.	20.0 sec.
0-120 MPH.	25.0 sec.
0-140 MPH.	30.0 sec.
0-160 MPH.	35.0 sec.



Supplier: AgcoLoada

Price: £9.99 (Soft) £14.99 (Duck)

**E**ast Drive II: The Dual™ is the sequel to AppleSoft's very successful driving simulator. Whilst the first game was more of a simulation, The Dual is much more of a race game. However this does not mean that the quality of the driving has suffered. It's just that the emphasis is more on fun in

#### The author

Having a grey Porsche has made you friends and enemies. One of these drives a red Lamborghini and has challenged you to a race. Nor willing to lose credibility you rise to the challenge.

On loading you are given several options. Both can be discarded with a

detailed description of each beetle. Here you can choose which car to drive. Each has its pros and cons but they're roughly equal in performance. You can choose to take on the Dual straight away, or either practice or race against the docs. As with any pseudo realistic game, it's worth a practice before jumping in at the deep end.

The clock is a fairly hard game which should set you up for the main challenge. The clock will

You're sitting in front of your opponent. You can see him in your rear view mirror. He's obviously confident enough to give you a head start. Along the road (Speed Limit 50mph) Hall'll encounter other drivers. These merely serve to obstruct what you do best. Hitting one of these makes you lose one of your missiles.

You have no refuel at the petrol stations en route. Miss one and it's gone.



BOOKS

PRIV



opponent is a mean driver and will try to force an error from you in order to win. There are many skill levels including a choice of manual or automatic transmission. At the higher levels the enemy becomes meaner and faster than ever. He weaves about in front of your car, trying to get you to crash. The other cars are more frequent and cause more trouble for you.

It's very easy to miss a gear change or a crucial moment and lose the Deal. Understandably this leads to a distinct loss of street credibility. Of course you must re-challenge your adversary, in the hope that you can bear him this time.

The Duel is a very good driving game come simulation. It's hard enough to keep control of a performance car without the added worry of a race. The graphics are updated well and smoothly and the perspective effect is successful. The game is very reminiscent of Test Drive and as such is not as stunning as it could be.

However if you don't  
see how I do it myself

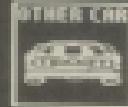
rather be riding than on the sun check our Dual. It might be what you're looking for. On its own merits this game is very good indeed, it's fun to play and sufficiently difficult to keep you playing for some hours. Driving freaks should check it out.



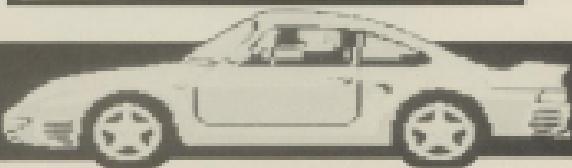
**FREE AGAINST**



### **SELECT**



**82%**



CHAMBERS  
of  
*Shaojin*



DF



# GRANDSLAM



POSTER No. 3

Edition

# GHOULS AND GHOSTS

Supplier: US Gold

Price: £9.99 (Cass) £14.99 (Disk)

The original "Ghosts and Goblins" featured our Knight in shining armour. He had a quest to rescue his kidnapped lady from the clutches of evil. Well, guess what? Arthur the Knight is back. Guess what - he has to rescue the Princess Hud'Or from the clutches of evil. No fun. You'd have thought that Arthur would have found something different to do after three years.

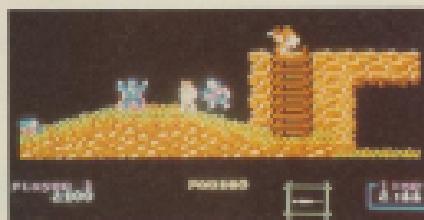
Still, a Knight has to do what a Knight has to do. Arthur is kitted out (as before) in his suit of potent bodily-boosting armours. This disappears if he is hit. Arthur then has only his underpants for protection. He has a silver lance (so cool!) with which he can slice the nasties into kabobs. As Arthur runs across the bizarre scenes of depravity and evil he encounters cheats. Shooting these reveals either a secret weapon or a imagination. The secret weapons range from knives to magical bombs. These can far more easily destroy the nasties than the lance.

The imps are footless men in vampire costumes. These are deadly to the touch, but not a spell on you. This turns you into a duck for about five seconds. This can be useful if you need to avoid lots of nasties as you're too small. When you run back into Arthur your armour is replenished.

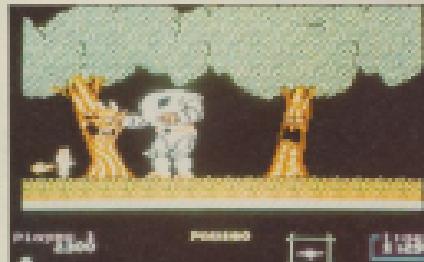
Life is not all plain sailing for Arthur. After all, there is the little matter of



A Run little metal mouse!



Arthur, stop and knock again.



A life times like this I wish I hadn't thrown away my life spanner!

the nasties he has to dispatch. These vary from the Grimreaper to flying Tommorow Devils. All of them cause damage to Arthur. Other static hazards

include collapsing floors, gallstones and shell throwing flies. At the end of each level Arthur encounters a huge Demonic monster. This is

75% 

Reve and shoves fireballs at Arthur. Should Arthur solo him enough times with his weapon then he can progress to the next level.

The third level gives Arthur a change of task. He now stands on a floating platform. As it rises up or shifts he is beaten by yet more nasties. Giant Knights crawl out of the walls to haunt him. Bass by around and chop heads onto him. Ghouls snap at him with giant paws of doom! This level makes a nice change from the horizontally scrolling other levels.

"Ghouls and Ghosts" is not a particularly brilliant game at all. Not much imagination has been put into the characters or the backgrounds. Arthur is as bloody as he was in the first game (all that time ago), the monsters are not really drawn but still aren't horrific. It is quite difficult to shoot across the screen. Arthur needs to shoot up by mistake.

The aside, "Ghouls and Ghosts" is a playable game. It has good addictive qualities and is a nice shoot em up. The extra weapons are a fun if fairly ineffective addition to the game. The game has terrific music which partly makes up for its other shortcomings. My advice is to try before you buy. ACC

Supplier: Uinet Magic

Price: £9.99 (Cass) £14.99 (Disk)

If you've ever had the inclination to become world champ, then perhaps this game could be for you. Hopefully you'll make it if you don't hang yourself first. Yes, this is a frustrating game!

No one ever said that fighting your way up to the top would be easy. In fact to prove the point you have no start by brawling in

Other moves include dishing (this makes the boxer less) and when's supposed to be dancing. On screen the boxers appear to be about to lose their breakfast. They wench backwards and forwards from the waist. Fortunately the mouse seems to pass when you release the control.

The graphics on the



player mode which is a fun addition. This is a great game if you like boxing

and enjoy a long term challenge. AGC

69%

# THE CHAMP

the street. These fights are all very well organised though. There's still a bell and three minute rounds. The corners aren't strict though - you can end up at either side of the street.

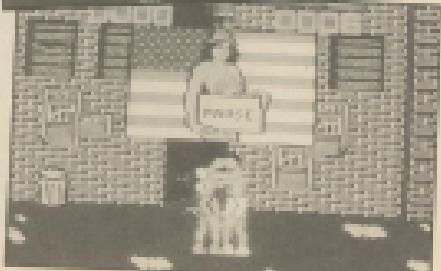
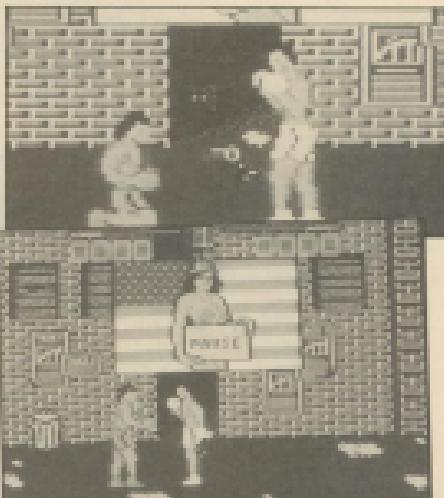
As usual in this type of game, there's a variety of moves to knock the stuffing out of your opponents. You can jab, hook, body punch and uppercut. Also you can throw a 'Killer Punch'. This is a glorified uppercut which takes about a second or two, it's also wildly inaccurate and fails to land about 90% of the time. However the computer boxer manages to land it on you about once in every three attempts. This is, I'd say, the least annoying. If more than one of these killer blows hits you then it's Knock Out time for you.

This seems to happen almost every game. You box away at the latest boxer, using a variety of moves. He then turns around and dobbles smugly at you with a couple of kites. KO time again! It is possible to beat the occasional fighter but then the next will take out his revenge.

section are reasonable but not excellent. Publish lines the street and the alleys are well drawn. The boxers are very chunky indeed, they look as if they're built from picket-fences. They move fairly well without faltering. Boxes are delivered with a solid thud and the bell rings convincingly. There's no music though.

If you're diligent (and extremely patient) you might get discovered by a professional coach. He'll see that you get to fight in the ring. However, in between the street and the ring is the gym phase. This is an optional training phase which is a little repetitive but makes a pleasant change. Once in the ring the boxers start to get really rough. Right on through and after a lot of suffering and pain you may get a shot at becoming the champ.

The Champ™ has the potential to be a really great game. However it is let down by being completely frustrating. The computer boxer often pulls out a couple of deadly shots and your work is wasted. There is a two





# JOHN FOOT

Supplier: Electronic Arts  
Price: £14.99 (Disk)

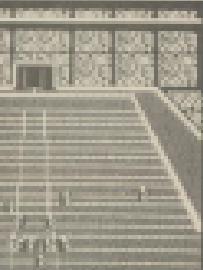
**F**or the uninitiated, John Madden is a fat blonde American with an income-gain who is a renowned football coach. It is he who has lent his

name (and image) to this Electronic Arts strategy simulation.

This is the best ever attempt at bringing the rough-tough world of Linemen, Quarterbacks, and Referees to the home computer. It relies totally on you making the right decisions instead of arcade skills. This works perfectly, and as a result the game is very complicated.

For those of you who have never switched on Channel 4 on a Sunday evening, American Football is a little like a

90%

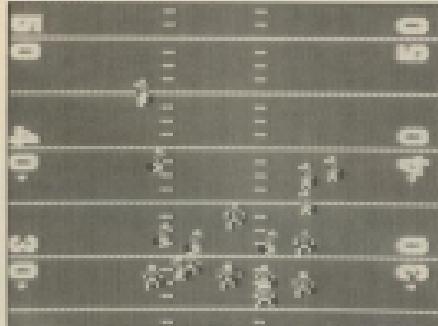


A "Where the Book is the Head?"  
box between Rugby and  
Football. Two teams of

# MADDEN FOOTBALL

When huge men try to throw, catch and carry a small leather ball into the "endzone". Should they be successful then a "Touchdown" is the result.

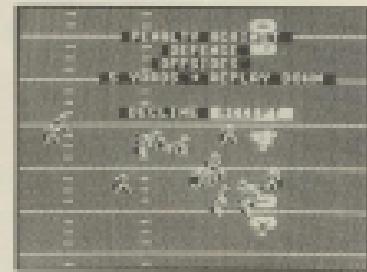
"Revere". Each play is intended to catch out the opposition and run the ball into the endzone. As well as a touchdown you can elect to kick a field goal.



A Football game for big batch menu marmalade kitchen replicates.

This scores no points. The kicker then has a chance to score the extra point by boomeranging the ball over the goalpost. Tom Glavin would be good if it then did. The game is very much a physical contact sport. The teams are all kitted out in pads and helmets to avoid injury.

This sounds quite simple, but the game is also very subtle too. There are many different variations on the basic pass or running plays. These are all named, including "shotgun", "pocket" and



Accept it. It's the only thing you'll get! A

This scores three points but is better than losing the ball.

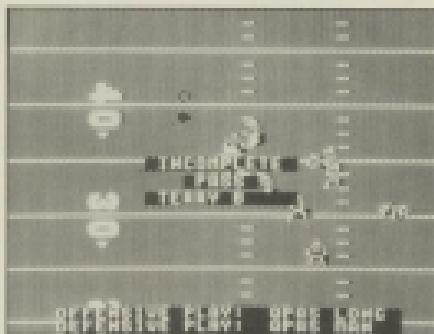
You have four attempts to carry the ball ten yards. This is known as a first down. Fail this and the possession turns over to the other team. This also happens if the ball is dropped or a pass is intercepted by an opposing player.

John Madden Football is a superb game. It has captured all of the subtle complexities of what is a very complicated and involved sport. For those of you who like an arcade-type game as well as a

strategy you can assume control of the players on screen. The graphics are fairly well defined but a little blurry. This means that it is sometimes very difficult to see what's going on. However the same is true of the real sport so it's excusable of the computer version.

The packaging is very extravagant. There is a handbook, two pamphlets which individually detail offensive and defensive plays and a "season ticket". This is a revolving card disk which controls access to the program and discourage piracy. The books are well written and concise with clear instructions and step by step guides to play.

This is not a game where you can sit down and enjoy it instantly. You have to understand the sport first. Then you have to understand the program. It works extremely well once you sort out the way it is structured. Then you'll be absolutely hooked. You won't be able to drag yourself away from the screen until you've won a few key plays. Sure to be a hit with fans of the sport. ACC



Oh no, his balls are stopped. A

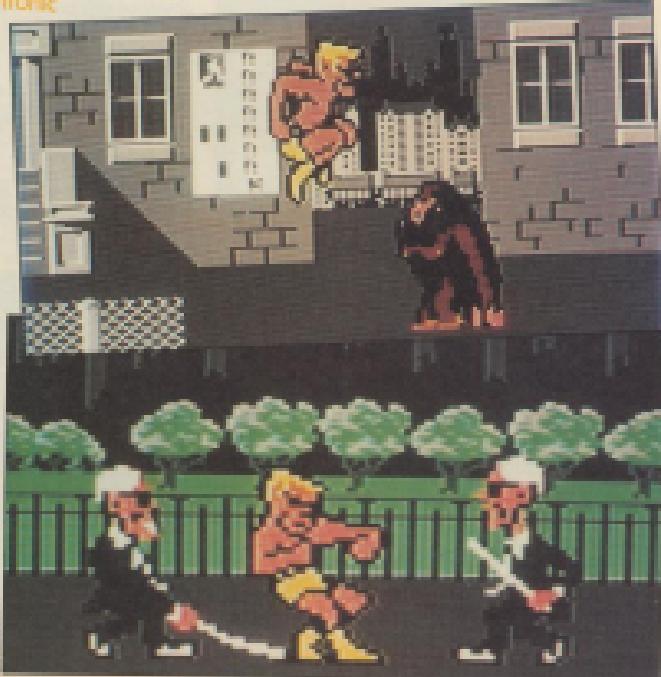
# Chippin' Bucket STREET HASSE

Supplier: Virgin Megastore  
Price: £2.99

**S**treet Hassle is an arcade game and one that passed by many of us without much notice. It now appears again in a budget price and below. Its second-hand trumpet is far louder this time.

Considering its name I doubt that it comes as much of a surprise that it is a beat-'em-up. You are a half-screen high sprite wearing but a golden thong to save you from embarrassment. Your moves are legendary and your hair is the right colour of blonde to make Jason Farn go grooey.

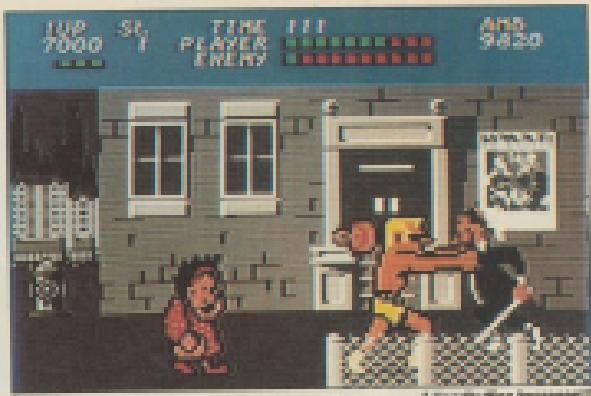
The Hassle part of the title comes from the fact that you are often attacked by people and animals. Dogs, gorillas, and what looks like old gnomes all rain blows upon your poor body, and



you also must do the same to them (my favourite is the violent headbutting technique).

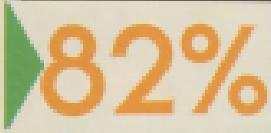
A strange game. Street Hassle has many faults, glitches, and only three levels, but at its new found price it could be described as worthwhile.  
MH

79% 



A Headbutting Thriller

# NEUTRALIZOR

82% 

Supplier:  
E-J Software  
Price: £2.99

**A**nother game that makes no pretence - it aims for the budget market and comes suitably - is Neutralizor. A game by E-J Software, best known for its serious space simulations.

It is best suited for the budget market as it is very limited, but fun. It is a shoot'em up without an awful lot of thought. A sort of cross between Defender and Uranium (without being much like either of them).

You scroll from one side to another collecting radiation pods and blasting their guardians, and then it's onto the next planet. There are three planets and that's about all.



# SAILING

Supplier: Virgin

Mastertronic

Price: £1.99

I can't really decide whether I liked this game or not, and I think this is a problem that most will find. I often love it, I don't hate it, in fact I'm rather numb about the whole caboodle.

You get a chance to build yourself a yacht and race against many other opponents in a not too accurate simulation of the soft-water sport of yachting.

The boat creation part is very good and the decisions you make here do have effect in the race. The race is a double-handled affair so all you have to do is steer and raise and lower your spinnaker. (Master Jones, go to the corner for unspinnaking).

Everything about this game is neither outstanding nor rotten. A bit like Rod Stewart's voice really, it is pleasant while going at the same time. Weird.

RH



SPINNAKER IS STOULED

Good old Rod. Wear his cotton socks, W

A. Waves crashing, boat crashing!

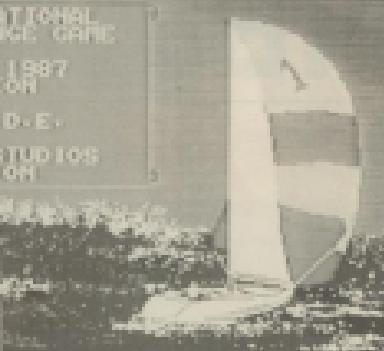
THE INTERNATIONAL  
YACHT CHALLENGE GAME

COPYRIGHT 1987  
ACTIVISION

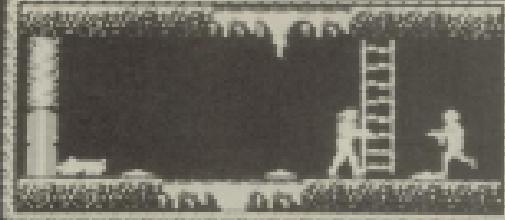
CODE BY O.D.E.

© SOFTWARE STUDIOS  
(PRODUCTION)

75%



# MOVING TARGET



65985 AND K645 2000  
STRENGTH TAKES LIVES

Supplier: Players  
Price: £2.99

The evil drug dealer of Columbia must die, and you see the man (D) to kill him. This is only if you can stay awake long enough to bother.

Moving Target is another budget game that has been rattled out with no other intention but to make a fast buck. It is so bad that it could make milk curdle.

The game play over-

much to the horizontal arcade adventure of the past, and he goes some way to prove why it is so bad now. The graphics, sound and play are very substandard and although I did try my hardest to get somewhere, I was always left with the same taste in my mouth. The taste of boredom and disappointment.



**34%**

Fool, and not worthy of  
any price. One thing  
though. It's a hell of a lot  
better than the Mountain  
Bike Simulator.  
RM

**Supplier: Players  
Price: €2.99**

**F**unnily enough, this game is not based upon a large aquatic terror as the title suggests. Instead it is the underwater

decode adventure in the tradition of Cyberpunk! In fact, there is very little relevance with the title of all.

The undrained mining complex Arizona Five has been overseen, possibly by the Snake brothers (that makes sense?), and you, in

your little bubble of a craft must investigate. And this, is the "Ultimate underwater combat experience" after all.

The similarities with Cyberpunk (so many that have to mention it twice) appear to be overlooked and only if you enjoyed

the original will you find this in any way rewarding. Admittedly though, the graphics are better, and the game is smooth.

It is cheap, and it's not  
my cup of tea, more a cup  
of salt water. Somebody  
will enjoy it.

**54%**

# SNARE

Price: £9.99 Tape,  
£12.99 Disk  
Supplier: Thalamus

78%

The Snare is a rich man's game turned into a poor man's nightmare. The rich man is long gone but his legacy remains. Few would enter this deadly maze if it were not for the fabulously treasures it contains. So popular has the deadly game become that half the world watches them

the safety of its home as each ninety degree turn of your craft scares not you but the mouse. This means that no matter how you twist and turn you always travel up the screen. The first few minutes spent in the maze result in many a death until your brain adjusts to this novel method of rotation.

Threading your way through the walls and pits of the Snare is complicated by the patterned tiles which lie scattered on the floor. Some rotate your craft involuntarily, others slow it down, increasing up your timing but others accelerate your craft, usually into a wall. Learning the effect of each tile is almost as important as finding the exit.

"When you have

confounded the mind as each ninety degree turn of your craft scares not you but the mouse. This means that no matter how you twist and turn you always travel up the screen. The first few minutes spent in the maze result in many a death until your brain

adjusts to this novel

method of rotation.

Threading your way through the walls and pits of the Snare is complicated by the patterned tiles which lie scattered on the floor. Some rotate your craft involuntarily, others slow it down, increasing up your timing but others accelerate your craft, usually into a wall. Learning the effect of each tile is almost as important as finding the exit.

"When you have

mastered the art of wall avoidance you must face the challenge of the robots. These mechanical fiends patrol the maze with deadly intent. Your common can account for the early droids but in later levels they become indestructible. Your only hope of avoiding these creatures is to wall them off with your impenetrable net.

The third major hazard to your health are the pits and charms. To clear these you need a good run-up and good timing to use the jump capabilities of your craft.

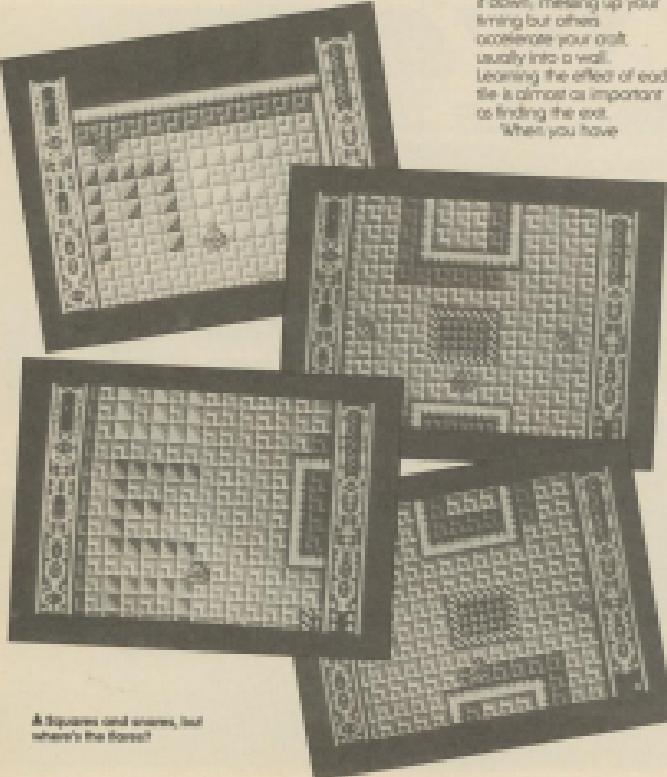
Each level has its own hazards and internal conditions before entering each maze you are given a read-out of these conditions and the effects they have upon your craft. Certain levels cause some of your ship's functions to fail thus creating new complexities for you to overcome.

To add your quest for fame and fortune a bonus ship is awarded every twenty thousand points. To help you accumulate this valuable fortune in bonus points bonuses can be collected from air vents which sporadically appear in the maze. Caution should be exercised when harvesting bonus points as the air vents do not always blow favourably for your craft.

Although mastering the variations of the maze is far from easy (even after your brain has ceased reeling from the unusual method of movement) it is strangely addictive.

The allure of this game lies not in the average graphics or the bulk of your commands but in the challenge it presents. Your ship responds well to your commands allowing those with quick reflexes to handle even the most stringent of the maze's tests.

AB



A squares and answers, but where's the threat?



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# *Championship Golf*

*Journal of Health Politics, Policy and Law*, Vol. 35, No. 4, December 2010  
DOI 10.1215/03616878-35-4 © 2010 by The University of Chicago

### **THE GOLF STRATEGY GAME**

## FEATURES



APPROVED AND FORWARDED THIS DAY OF JUNE 1993 BY THE SECRETARY OF STATE

**Checklist P2:** Make out to DASH Games plus a logo S.A.E. with the stamp attached. Please state clearly which game or games you require and for which computer. Also write your name and address on the reverse side of any cheques. Orders can also please be placed by fax or telephone and payment.



DEPT YC 114 CLIFTON ROAD  
SHEFFORD, BEDFORDSHIRE  
SG17 5AE

吉 03921 0709103

Supplier: Electronic Arts  
Price: £14.99 Disk

Welcome to the Federation, this is an unparalleled chance to explore strange worlds, meet interesting aliens and get your head blown off.

As a new recruit you not only have to combat the hidden menace of the raiders but face the despair of budget cuts. This does not mean the scenery will wobble or the aliens will wear diving suits but something far more insidious. Thrown into deep space by the Federation you are left to your own devices armed only with a combat jacket, blaster and a few laser computers guided interceptors combat ship.

Together with your four other crew members (all five crew members can be created individually or you

# SENTINEL WORLDS 1

can use the five provided) you must leave the safety of the mysterious raider and counter the threat. To do this you will place your life in peril many times as you seek out new encounters and knowledge. Tuning into the Federation frequency allows you to pick up information on recent hostile actions and if you are lucky you can arrive in time to blast a few aliens.

The journey starts on board your craft amidst a battle between the raiders

and fleet of transports. Using your eight directional movements you guide your craft to the action. Here you can lock onto a vessel to either communicate or attack. If activated your lasers fire automatically at the nearest enemy. To prevent a raider from escaping your wrath you can utilise the ship computer and instant it to shadow the enemy vessel. Many of the computer functions can be improved if your crew have the nerve and skill to

re-write the programs, but beware, the unskilled can decrease the efficiency of the computer so easily enhancing it.

After making blows with the enemy and receiving a few credits for your trouble you can begin the search for information. There are two main ways of gathering information about the raiders. The most dangerous method is to stalk and board a hostile vessel, not recommended for weaker beginning parties, or you can via the

many worlds, for a quick chat. When landing on a world you switch from the spaceship to an all terrain vehicle. With this vehicle you can explore the subtleties of land borne life. If any of the life gets a little restless you can always blast it from the safety of your ATVs. Exploring towns is a great way to pick up information but for those that prefer a face to face confrontation there are always the battle subs.

When suited up to crew



NAME OF HERBIE - ALICE  
CLASS - COMBAT SPECIALIST  
DEFENCE FORCE LEVEL - CLASS LEVEL - 10  
RANK - CHIEF  
COMBAT EXPERIENCE - PROJECT RATED  
CURRENT WEAPONS - HAMMER  
HEALTH STATUS - MAXED OUT POINTS  
PARTY & CURRENT LOAD - 1000

CHARACTERISTICS	LEVEL	PERCENTAGE	MAX
STRENGTH	4.0	CONTACT	3
STRENGTH	4.0	LEADS	4
DEXTERITY	3.9	PAVILION	5
DEXTERITY	3.9	BLASTER	0
CHARISMA	4.0	TACTICS	0
CHARISMA	4.0	ECOMON	0
CHARISMA	4.0	ABILITY	0

PROFILE FOR THE SELECTED CREW MEMBER:  
CHOOSE ANOTHER HERBIE OR YOUR PARTY...  
CHOOSE THE OTHER THREE MEMBERS CARBINE...  
CHOOSE THIS MEMBER WHO IS CREATE A NEW HERBIE...

A. KENT

B.

TJ ROLAND

C.

R. HADDOCK

D.

S.

E.

L.

F.

M.

G.

N.

H.

O.

I.

P.

J.

Q.

K.

R.

L.

S.



ENTER CREDITS: NAME - FNAME - LNAME

member can tackle the alien menace with their own two hands (or on a full human crew). The AI computer provides the graphics needed to navigate the landscape as well as providing information on alien encounters and the air routes.

It is refreshing to encounter a role-playing game that does not rely upon brown and a keen blade. The interstellar quest for adventure is fun but the control and graphics of your ship in flight and combat leave much to be desired. AP

### OPTION

#### HE2400 YEL177 EXPD

#### MECH INTERCEPTOR/TIE PRO-FED MECH INTERCEPTOR

2 DEMPTEP 10000000  
NO THROTTLE BRAKE  
ENGINEER

CHP 100  
HUS 100  
LUS 100  
LUS (HOLD)

10000000  
HUS 100  
LUS 100

10000000  
HUS 100  
LUS 100



10000000  
HUS 100  
LUS 100

10000000  
HUS 100  
LUS 100

#### LONG RANGE S

HUL 100  
ZHU 100  
CHP 100  
BNU 100  
LUS 100



# POST APOCALYPSE

He's def, he's rad, he's absolutely MENTAL. Put your hands together, or he'll blow them off, for the second-most scandalous freelancer in the world (second to Duncan Evans) POST APOCALYPSE Er... Where have you all gone?

Ooo, fluffy

I think you are the most offensive, most bad mouthed, pile of shit in the world. You probably even smell bad!  
Dawn Whately, Basingstoke.

PW: There there!

Question Time

I think WC is cool, but I have a few questions I'd like to throw in your



general direction:

1. Is YC a new name for the old (and excessively boring) Your Commodore?
2. Who does your artwork?
3. Who is the Purple Fishlord really?
4. Is Pro Mountain Bike Simulator really THAT beef?
5. How many entries do you get for each competition (as it were) entering?
6. What is your favourite game?
7. Is Rockhopper ever going to print a map for Super Wonderboy?

Peter Hill, Coventry

PW: 1. Yes. 2. Lee Brimicombe-Wood, Alan Lothwell, and now Rob Henderson himself (all contribute-able). 3. The Purple Fishlord (are you thick or something?). 4. Yep (or so Rob tells me). 5. Well over a thousand, but it's worth entering for the sake of causing file more trouble. 6. Anything with loads of death in it. 7. Yep, pretty soon!

Fah Ma

No, anybody noticed the similarities between Rob Henderson and Monkey (of Smith fame, and now a solo artist). I think Monkey is great so this is a big compliment from me. Sharon Campbell, Edinburgh

PW: Oh bloody hell, it's a Nielsen! Now you've blown it. He needs a the size of Mount Everest already.

Anthon's fat

Has Jim Buckby ever played a game before? His review of Double Dragon II was well out of order.

He freely admits that he has never played Double Dragon and he gives a great game, in my view, a complete scoring if he cannot be bothered to play the game beyond level two then he shouldn't be allowed to review it, I think... William Fallon, Bradford

PW: Sorry, but I couldn't be bothered to read the rest of your rubbish!

Stink That Jiggy

I notice that in the February issue of Your Commodore (april, YCO), a magazine that I have been buying



J. BORG



A. MENTALE

for three years now, that you have included on comic about violence. I have no qualms against the printing of such material as long as it is done in a manner that is not offensive.

Unfortunately, although the text itself was of a very professional nature, the way in which it was presented was in very poor taste indeed. The title 'Die Alien Scum' was completely unnecessary, and in my mind was only used for the 'shock' effect that it may have. The pictures were far too explicit for the games mag that you have now seemed to become, and the alarming array of weaponry that certain stuck pages only helps to glamourise the subject matter.

Come on boys, what are you doing? I have children, none of which I shall be allowing to read this so called 'Children's Magazine'. Mr. Head, Tunbridge Wells.

PA: What a plod! Don't you realise, mate, that the inclusion of violent pictures serves to soften the explicitness of the subject matter. Children must be fed bad imagery to be able to signify what is right and wrong. Anyway, what is wrong with violence?

### Acidhead ©

I have noticed that in your last two issues of YC, a superb magazine since the change, there have been many references to the case of Acid House (even on your own page), especially in the artwork. Does this mean that you are a rocker, or a fagger?

I prefer such bands as Pet Shop Boys, New Order and Yello myself. James Harrow, Portsmouth

PA: Acid House, yeah! Hope I'm a Decent, Decent, Decent and the Deaths for me, like, mention that he's more into the club scene (Napalm Death, De La Soul, Lil Louis), as well as any old black country blues (John Lee Hooker, Muddy Waters, Howling Wolf). Ash is into The Huttons and U2. And Adrian likes anything with Sheep in it.

Don't worry if you again, doesn't time fit when you're abusing someone. A thought for the month: Never cross an alligator with a tree with Dutch elm disease. Its bite would be as bad as its bark!



Send complaints, comments and amazing amounts of cash to:  
POST APOCALYPSE,  
THE FESTERING DUNGPOLL,  
YC,  
ARGUS HOUSE,  
BOUNDARY WAY,  
HEMEL HEMPSTEAD  
HP2 7ST

In this See-Dee age,  
Codemasters jump on the  
band wagon. Jeff Davy  
examines its Darling  
intentions.

**S**ee. The Blue Peter studio.  
Presenter: Hello children!  
Today we're going to connect  
our PC to our CD player. What  
we need is a computer, a hi-fi, a set  
of headphones, sharp scissors and a  
set of double-sided  
sticky tape.

Now, plug the  
headphones into  
the hi-fi, and with  
the sharp scissors -  
you might need a  
pair of pliers to help you out - cut the  
wire just below it gets to the  
headphones. Thread that wire into the  
joystick port, stick it down with the  
sticky tape, turn everything on and...  
**WAHOO! WE'RE UP AND AWAY!**

**BBC Announcer:** Oh dear, we  
seem to have lost "Blue Peter", until  
"Neighbours", here's an episode of  
the popular sitcom. "Whoops Bishop,  
your Cosette's on fire..."

▲ David Darling  
- Computer  
industry, now  
business,  
consultant  
song and  
documentary



Thankfully, the Code Masters boys have one they prepared  
earlier, so I lead to connect a CD  
player to a 32-bit and a disc (compact,  
normal) to go with it containing thirty-four  
games. "What's more it's only  
£19.95."

How did all this happen?  
Explains Mike Clark, the codes' PR  
superhero. "Nobody does anything  
original". While moping about this,  
Ted Cannon, programmer of  
International Rugby for the 32-bit, was  
(as Mike) "given some hardware  
to play with which he opened up  
and found out how it worked".



# CODE MASTERS AND



▲ Richard Darling  
- 32-bit designer.

"I have a general interest in  
technology," says Ted, "with a CD  
you can have lots of information  
and get it quickly... it's random  
access." Rather bizarrely the system  
is "using the disc up instead of  
playback the CD".

Ted come up not only with a  
cable but a way of loading games  
in around 20 seconds from CD. This  
gave Code Masters the idea to  
produce, as Ted Darling put it, "a  
compilation with style... the best of  
Code Masters".

They did it because they found  
that 30-40% of people who buy the  
Code Masters games have CDs.  
Lucky dog! If this compilation was  
released on disk it would take at  
least ten, and tape... ugh... all that  
windling back and forth!

"It's of most advantage to 32-bit

users with cassette-based systems,"  
concedes Richard Darling. "The C64  
version actually has the edge," says  
Mike, "we all love the machine"  
(that's enough fawning to 32-bit  
owners!).

Being a rather technical chappe,  
Ted demonstrated how it worked...  
You plug one end of the cable into  
the CD player's headphone socket  
and the other into the joystick port.  
Because of a huddle of components  
at one end of the special cable, the  
32-bit can understand the CD - even  
better after playing in a small  
loader program from the disc.

To get a game, you just select  
the required track (game) and...  
whizz! There it is! If you press  
"Rewind", you just need to select  
another track (and that begins to  
load).

"If you have this cable, you're  
going to find it very useful," says  
Mike, mysteriously. "There could be  
any number of special products in  
the future. Bigger games, huge  
multilevels, endless capacity for  
secret sub-games and hidden  
levels... fantastic possibilities". For  
instance, he sees no reason why

there couldn't be a real Dragon's Lair for the CD on a CD - "anything that relies on massive amounts of storage would be a cinch," he boasts.

None of this explains a mysterious "research mission" to the East. "Richard and Ted announced they were going to Taiwan," recalls Mike, "they said they were paying for four days." They ended up staying for three weeks! What did they do? Maybe the company might accept answers on a postcard in a return for a CD pack? Maybe not.

## Review 'n' rating

To review every one of the staggering amount of games is to

# STERS CD'S

Hercules asks: So, I'm not going to do it. You're no Hercules, are you? - Ed). As CNA's Mike Oishi put it, "It would be difficult to recommend one game as outstandingly outstanding given that there are so many good games on it."

There are some real doozies on it. *ATV Simulator* (a great cross-country buggy game for two players) is probably one of the best, if not the best. Mike explained how fast it was: "My friend is second, the fastest you can update it" - but then he wrote the game!

There's also Pro 90 Simulator (another great two-player game, this time full of on-piste action), *Treasure Island Disney* (an arcade-adventure puzzle game for eggheads), and *Four Soccer Simulators* (an four footie games).

Put those up (and what do you get (useable, probably) - nearly £19 just for those four. And there's another twenty games on the CD - amazing!

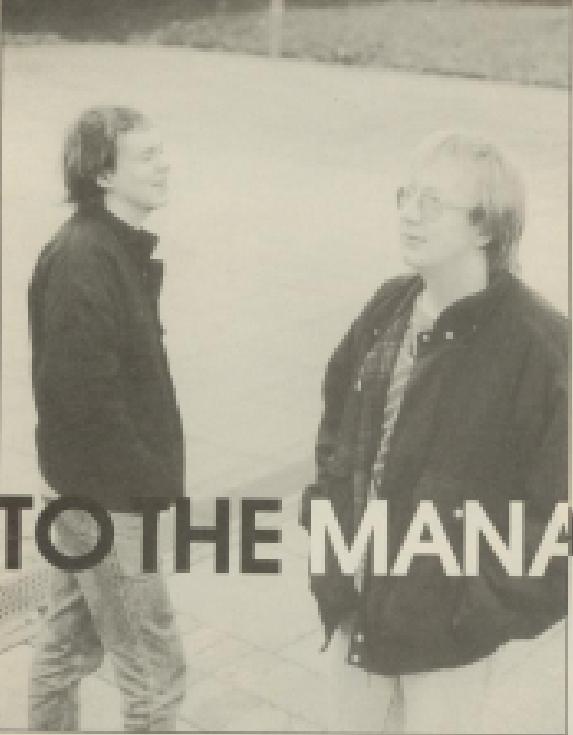
For an incredible £9p a game you can't really go wrong. You also

get fast loading and a mega-useful lead.

I can see only one disadvantage - you need a CD player!



Test again. It  
isn't exactly a lot  
you've got offer  
calling the  
CD.



Jeffrey Davy, his name sounds like gravy, rangers a small software house with large ambitions

We've yet to see an acceptable role-playing game on computer," says Julian Gollop of Harlow-based Tonger Games. With his brother, Nick, he's helping to change that through their latest project, Lords Of Chaos.

So why program this, a fantasy RPG? "It's my favourite sort of game and obviously focused on Chaos... There aren't many fantasy strategy games around, most of them are pretty naff."

The original Chaos was a Spectrum game (stop complaining)

# TO THE MANA BORN

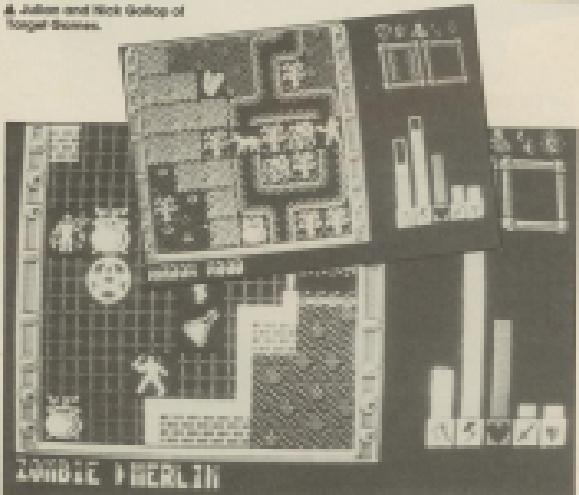
or the back, then it from Games Workshop, the well-known role-playing-game company. Their short-lived software section produced a few games in 1984/85 and then had its plug pulled, something Julian is still bitter about.

His first games - Timeworn, Nebula, and Relentless Raiden (another predecessor to a later game) - were for Red Shift Software, which no longer exists. After that, he went to Games Workshop where he wrote Chaos and worked on Double-Can before starting on the hit budget strategy game Relentless (soon out of Relentless Raiden) for Firebird Silver, to be followed a few years later by Relentless II.

He very recently stopped programming our come back to the fold to establish Tonger Games with brother Nick and Esther Peter, their philosophy being "to produce high-quality strategy games which are designed to go beyond the middle mass".

Their first release, Loser Squad, did exactly that. A strategy game with solid near-3D characters and a degree of action and charm that just isn't there with most games of the genre. After an abortive self-publishing attempt, the company signed to Blade who relaunched

St Julian and Nick Gollop of Tonger Games.



Lords of Chaos. £16

Laser Squad and will be publishing the new game too.

"Lord of Chaos" has a simple concept. There one (up to eight) wizards who have to compete for victory points and, other one—"evil"—must disappear into a portal to win the game. A player collects points by finding objects, killing the other wizards (magically, of course!) or their creatures, and casting spells.

Which is where it gets fun. Players create creatures by casting certain spells. The harder the spell, the more it costs to cast and the more incredible a creature is likely to be. It's all dependent on "Mana" which is the magical power of the wizard. This goes down when a spell is cast but can be rejuvenated by some of the objects lying around.

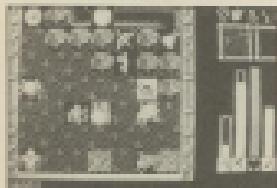
Creature spells start with the lowly Golem Bot (worse than pathetic), go through, amongst many others, Dwarves, Bears, Hobbits, Zombies, Vampires, all they way up to the most powerful creatures of all - dragons - which come in Green, Red, and Gold, the most powerful of all.

The game also has a variety of other spells, projectile spells like magic lightning, terrain spells such as the Tangle Vine, Flood, Fire, or Gooey Blob which advance across the landscape like the Red Weed in War of the Worlds, and more insidious spells such as Subversion of other players' creatures.

The conflict is played out on a wide expanse of terrain (which you can scroll around or see on a "big map") which is covered in wizards' strongholds, chests, objects, swamps, forests and, by the time the game has got going, loads of pseudo-3D creatures, trampling around the map picking things up and hitting each other.

"Every game will be different, it's minniboggling," says Julian. He's right, too.

"Lord of Chaos" will be released by Blade Software or Laser for the Commodore 64.



By Magdalene



# NEON ZONE

then for sure you're going to have a ball on the follow-up.

Talking of driving games, Jaleco know there's a name you don't hear much less off - has just released its first ever driving game based on the Paris to Dakar rally, called *Big Run*. Did you know that there are more



**G**olly by gosh - down a whole month back by as if in an instant, down here in the Neon Zone. It seems like only yesterday when I was drooling up a pretty cool (though I do so myself) 14,700,000 on these bad Jaleco machines. Nev'er that anyone?

I freely admit to being a pinball fanatic, but I'm not the only one. Days or Virgin Mastercard, they staged a 24hr non-stop pinball marathon in aid of Children in Need recently - played on one of the two pinballs permanently on display there; an old Bally Space Invaders machine in fact. Congrats to them for raising well over £5000 in the process.

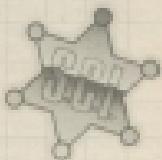
Last month I think I promised news of the follow-up to Chase HQ from Taito - called Special Criminal Investigations. You wanna know about it?

"Well, it takes up exactly where Chase HQ left off," I mean - the original was OK, but completely unfeeling. If you think about it, like, you're supposed to be a cop, right? Straight out of Miami Vice, right? And all you do is stop the bad guys... knock their motors around a bit. Delebious? Nope. The veg ingredient missing was - gun!

Special Criminal Investigations remedies this with a vengeance. Like before, you zoom off in your motor, giving chase to cartoon villians; but this time, when you get near them, do you just give 'em a shrug? Nooo - it's leaning out of the window with a magnum and - BOOMMM!!

And if you're good - and I mean very good - you get something extra-special dropped from a helicopter like a bacooleo. And then you start raising the miscreants out with that! Community policing isn't, but if you did enjoy the original,

## SPECIAL CRIMINAL INVESTIGATION





drivers and spectators killed in this rally than any other on the International race calendar? It's quite surprising them that the game doesn't involve trying to run people down - you just have to drive fast.

Controls are simple - accelerator pedal, hand gears and steering wheel, with you making your way through the various stages of the event - starting in the bright lights of Paris, but soon entering the rugged terrain of the Alps. Although the implementation is good - the graphics are nice and the scrolling and sprite scaling smooth enough - it has to be said that the game is a little lacking in the originality stakes. Still, if you are into driving yourself, it's worth having a go to see if you agree with me.

If you're not into driving, then maybe it's more action you're looking for. How about Quad Bike? Quad Bike? They're those small

motor things that you see quite often in these action events like "Run the Gauntlet". Take them me, they are fantastic fun to ride in real life - and now Namco has given you the chance to find out for yourself in a game called *Four Tires*.

It comes in a double unit; so you can plop head to head against a friend - as you sit down on the bike's saddle and rev the throttle wide open. Spin those wheels, drift across those corners, fall over those straw bales! Great stuff! Expect to see loads of these about the year.

One you won't see too much of, but is worthy of note, is a game from a company called Gameco. Renowned for its pinball machines, the Big G has suddenly released a deeply weird game - *Determinax*.

Using largely digitized graphics, you control a disembodied hand which has to clear rooms of rather unusual intersections, like bathtubs or toy tanks, which have a tendency to fire back, for example.

You have three weapons your hand can stamp down on the floor directly below you: fire crushing anything underneath, grab something out of the air or direct a beam of purple energy across the room, as directed.

While all this is going on you have to watch for flying objects, like the 'Slap'. Try grabbing him and your hand will throb in agony as it strings you.

Deeply surreal, you might not enjoy playing this frantic bizarre game but on the other hand - you might. For something completely different, try it!

"Who's green, got 4 legs, is 13 years old and would take your headphones off as soon as look at you? What else but A teenage Mutant Ninja Turtle? Yup, the cartoon that put the 'Cow' back into 'Puchka'



**A Determinax**



**B Teenage Mutant Ninja Turtles**



**C Block Hole**

Special  
Edition  
of Investigation

**T Midnight Resistance - gun-toting action**



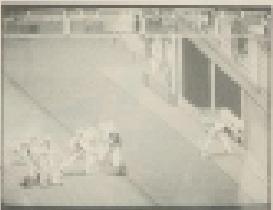
is now coming to an arcade near you.

Basically a four player-fives, four-player mortal combat, it's quite a bit of fun when Raphael, Leonardo, Donatello and Michelangelo get into action against the bad guys. Lightweight, but OK, if there's a crowd of you out for a play.

*DotDotCar* has come up with some goodies lately. *RoboCop*, for example and more recently, *Secret Agent*. Now comes another that is likely to be very successful for them, *Midnight Resistance*.

Relatively small sprites here, but the control is interesting, using a rotary joystick. It moves eight ways in the usual manner. To move your central character, but the wheel on top also rotates to clear your line of fire. So you can be running one way and firing in the other. Very sensitive.

Eminently playable - even when



**D Secret Agent**



the racing driving looks fair on the rainy side - it's doing very well on Red in London. Characters will be on wheels.

Finally, one more of these puzzle games that seems to be cropping up tenfold these days. In fact, it's all the manufacturers are trying to beat another. This of course, which was a huge blockbuster in computer home computers, has seemed

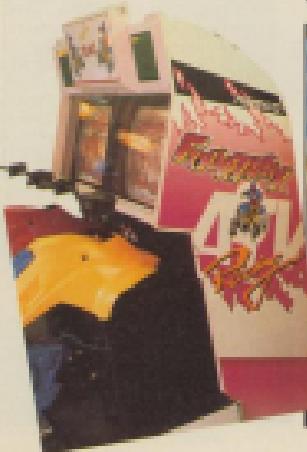
formally unspaced, but now of late, a decent game has emerged from the mess - Clock Hole from Nomadic.

Starting Space Invaders with Kerbal has a single space ship moving left/right across the bottom of the screen, firing blocks upwards. Downwards from the top of the screen come various weird shapes - which you have to try to stack blocks up on them so make complete rectangles out of them. When that is done that particular shape will disappear (and to be followed by many others) until the ship makes it to the bottom of the screen - and you score a life.

Simple but very addictive, block hole is always different one to look out for in your house decide - which is probably where I'm going now! Till next month, have fun. But remember, never! Don't press both flippers at once will you?

See you.

## Fold & Fly



Big Band



Big Band



To DAKAR - Dakar Rally



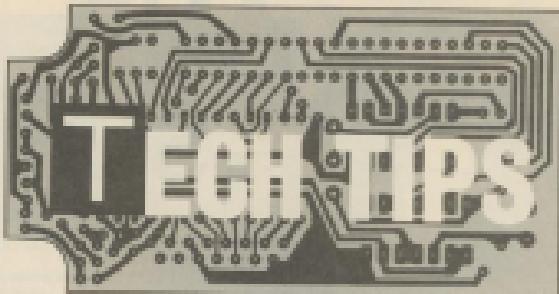
Dear Miles,

I have seen several games and demos where the upper and lower areas of the border are removed, allowing sprites to be placed where not normally possible. Could you please give me a routine to do the effect, or explain how to do it.

Kevin Thomas, Herst

Dear Kevin,

After reading your letter, I checked some routines I have and I came up with this routine:



	SEI	Disable interrupt.
LPO	LDA 16	Set acc. Vol.
	LDX 249	Set X-Vol. (Raster Line)
LPa	CPL 50265	Check raster comp. reg.
	BNE LP4	Branch if not the correct raster line back to LP4
	STA 50265	Store acc. or vertical scroll register
	LDA 27	Set acc. Vol
	LDX 51	Set X-Vol. (Raster Line)
LP2	CPX 50265	Check raster comp. reg.
	BNE LP2	Branch if not the correct raster line back to LP2
	STA 50265	Store acc. or vertical scroll register
	jmp LP3	Repeat routine

I hope that the above routine is of some use to you, and that it helps you with your coding.

Dear Miles,

I am currently writing myself a simple machine-code monitor. I have need coding a routine that when supplied with a hex number will read off from the memory location supplied, and display the contents as hex bytes. The problem I am having is converting the contents of the memory location to screen codes. Would you please explain how it should be done?

Matt Jackson, Hemel Hempstead

Dear Matt,

Thanks for writing to me with your question, and I am pleased to tell you that I do have the answer, and very easily it is too. Quite simply, what you have to do is LOAD the accumulator with the hex value, AND it with 00001111 leaving you with a value from 0 to 15. Check to see if the value is 10 or greater; if so, then subtract 8 (giving you a letter from A-F). If the value is 0-9 then add 40 giving you a number from 0-9. Now take the contents of the accumulator at, say, 1035 (Dec).

This putting a number of letter on the screen (top left). Now repeat the accumulation with the original HEX value. This time reuse the accumulator four places to the right, then AND it with 00001111. Once again check if the value is greater or less than 10, (store the A reg. or, say, 1024 Dec). Now you should see the original hex value as two screen codes.

Dear Miles,

After reading your article on raster routines in YC's sister magazine (Commodore Disk User), I wanted to find out two points regarding raster bars:

1. It is so-called 'vertically split' raster bar a genuine raster bar?
2. If the above question is 'yes', then could you explain how such an effect is done?

J Summers, Scotland

Dear Mr. Summers,  
Let me start by answering your first question, a vertically split raster colour bar is a real raster colour bar, and isn't done using some form of blitter or colour cheat. The way that it is done is fairly simple but involves extremely careful and

precise timing. After experimenting, I found that the best method was to blank out the screen by POKEing \$23365 to 0. The next procedure is to latch onto the selected raster line where you want the colour bar to start.

Now read off a colour into the accumulator and store it \$23360. You should be able to do this around seven times, then there will be one raster line with seven splits of on. Keep doing this for the duration of raster lines you want to cover.

The reason I named off the screen is because it allows you the same amount of cycles to every raster line (unlike when the screen is on).

I am sorry that I can't give you a listing, but it would take up most of the page. I hope that the information is of some help to you.

I hope that answers your question. I checked on this routine I had for doing the above and it worked D.U.K., so you shouldn't have any trouble doing a similar one yourself.

If you have any programming problems, hints and tips, then write to:

**Tech Tips,**  
**YC,**  
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I will be back next month with more questions and answers on machine code programming.  
Miles Berry

# SEX AND SOFTWARE



Photo: screenshot

Q: What does The Sun have in common with computer games?

A. Page 3 girls.



This caption is censored

**M**aria Whittaker, Sam Fox and Corinne Russell have all made their appearance in software systems in strip poker games, in mazes and puzzles. In typically slobby online Page 3 publicity, sell-sheets and it tells computer games, that's all. MP Clone Show is already heading the bottle to ban Page 3 material from our daily papers, and the Organisation Against Sexism in Software (OASS) has been set up to try to combat similar issues in computer games. So what's all the fuss about? Is there really any harm in showing off a bit of pixelated flesh or are the anti-sexism campaigners just getting their knickers in a twist?

If there's anything designed to get people's blood boiling, it's sex. It gets more people upright and interested than the National Health Service and water privatisation put together. Everybody's got an opinion about it and given half a chance they'll run it down your throat. Computers can't kiss, or wear a condom so you might think they haven't got all that much to do with it, but there you're wrong. Sex and gender affect everyone - and everything - and games are no exception.

The main points of argument are easy to spot. For something to be sexist it's got to discriminate against women purely on the grounds of their gender. That means that anything which portrays women as less intelligent or capable than men simply because they are women is a definite no-no. The same goes for portraying them as if the only thing that's interesting about them is the way they look. You know the generic nice body, shame about the brain.

From looking and a lot of game packaging and advertising efforts to appear decidedlyify. flick through a few back issues of Your Commodore and you'll find more than a couple of ads sporting a picture of a sexy blonde not overly endowed in the clothes



A. Don't be coy, we know!



department. More often than not there's just a subtle hint of sexuality - like the female tennis player's undies peeking out from beneath her skirt in the ad for *Passing Shot* - but every now and again someone releases an ad which is so over it causes something of a stir.

Remember Psycho Pigs USA? On the strength of the gameplay nobody would the ad which featured an almost topless model stretched out on a billboard was more memorable. Or how about Connie Russell posing suggestively in supposedly kinky mod-leopard skin bikini plus leather whip on the cover of Mapple's *Vixen! Discs* refused to sell it with a full-size picture of Connie on the front, so Mapple had to publish a special head-and-shoulders version just for them.

Products like Sam Fox Strip Poker or Mapple's *Christma Box* aren't exactly aimed at furthering the cause of women's lib either. On the face they don't even flake the eye very much. However interesting you might find Sam Fox in the flesh, there has to be a limit to the titillation afforded by a pair of blokey, low-resolution breasts.

Even without露breasts and naughty knickers, a lot of games hardly go out of their way to show women in a positive light. For example, have you ever thought about the goals of games like *Mysteries of Solitaire*? Some little girl (try totally incapable of looking after herself) has got into a pickle and is just desperate for her macho, hard-men boyfriend to come and help her out. Doesn't reinforce your notion of the independence of the 'lower' sex, does it?

Harmless fun? Well, it's unlikely to harm anyone physically. The argument that page 3 girls are directly linked with the violent sexual abuse of women is pretty tenuous. As long as you're a healthy law-abiding individual in the first place, looking at a pic of Connie Russell topless or in a bikini isn't going to make you go out and rape someone. Even if you can establish a definite connection between rape and page 3 in a specific incident, that wouldn't be a valid enough reason for banning it. It's like saying that because John Hinckley, the man who tried to shoot Ronald Reagan, was obsessed with Jodie Foster, all her movies should be banned.



My pretty, pretty... Ah.

Playdate and its  
sequel.



A strip by numbers.

That's obvious. But there are more subtle ways in which games can undermine the role of women. Close your eyes for a second and picture a page 3 girl. Ten to one, the first thing you think about isn't her brainpower. If society placed men and women on a totally equal footing it wouldn't make the slightest bit of difference. For every page 3 girl, there'd be a page 7 tella somewhere else. Nobody would think the girl a slag for posing in the nude - any more than they'd think badly of the face.

But right now that's not the way things work. Like it or not, society still makes it harder for women to succeed than men. There's still a tendency to assume that women are less capable of rational thought. Girls aren't encouraged to do sciences at school and employers often discriminate against women when they're handing out jobs. Most of our MPs are men; over 50% of the population they represent is female.

Anything which depicts women in an inferior role reinforces that inequality - whether it's comic, TV, films or computer games. The question is, should we be trying to stop it? On the one hand, taking a few bikinis off the floors of a plastic box isn't going to change people's attitudes. But then, if just goes to show how little respect one half of the population has for the other if

Maria Whittaker is on the left. ♦



they only find them interesting when they're wearing a garter. You may think the view that women belong in the kitchen is outdated but every time you buy a product with a sexist icon, you're adding another link to the chain which binds them to the kitchen sink.

Whatever you think of the moral argument, there's another by-product to all this. Hugely popular advertising aimed at kids excludes most girls from the games scene. At school, computing is considered a boy's subject; at home the brothers get the bbs, and the sons get the games of war; women use word processors, blokes become the engineers. If a girl ever gets to take a look at a game or a magazine, everything about it is designed to put them off.

Personally, I don't think there's any reason why girls shouldn't enjoy anything from those 'em up to adventure games just as much as boys. The only reason they don't is because they're conditioned to think that a computer won't interest them and all the game blurb they ever encounter just works to reinforce that. Maybe if some of the advents were less one-sided and the game scenarios had a more universal approach women's attitudes could change as well. It won't happen overnight and it won't happen without a change in women's education. But if it does happen it might actually bring a breath of fresh air to software.

One of a minority of software houses currently attempting to encourage a non-sexist policy is Audigenic. The company's boss, Peter Colver, reckons that getting women interested in software could bring new life into games. If publishers sold more units to all those extra female customers they'd make more money. That way you could plough a lot of your profit back into development and design. And anything that lets you spend more time on game development has to be good for the industry.

There's only one reason some publishers carry on using sexist covers and producing strip poker games: money. It sells. Whether your products are good or mediocre it stands to shift a few more units if there's a blonde in a mini skirt on the front. As for the cash - it comes from you, the consumer. When you pay your money, you make your choice. Pick a lot of licensed games

and the publishers buy more licences. Ask for more from Fox and you'll probably get her. Rejected overtly sexual promotion and if enough people do it, you'll probably get a response. Whatever you decide about sexism, this is one issue about which it's easy to make your opinions known. If you've got the cash you've got a vote. And how you vote is up to you.

SUE RENNER



## TOO HOT TO HANDLE?

**WODIN** - In an ingenious bid to combat flagrant sexism, French rock'n'roll star Culture Club's lead singer posed in a silly pic of Catherine Russell (and plastered it everywhere) in a high-profile ad campaign. It didn't improve the game.

**PSYCHO FISH USA** - the ad caused a muddle but didn't hog the limelight for long. It was unsaleable enough for the ASA to receive several complaints.

**BARBARIAN & BARBARIAN II** - Mario Whittaker's purple tankini on the cover of Barbarian came in for so much stick. Palaces made a bid for equality in Barbarian II. The sequel lets you play the heroine as well as the hero.

**NARF (no. 1)** - no wonder this hateful little number was banned following its release in Japan. You scored points by cheating women, tearing off their clothes and assaulting them.



# EUGENE GOES TO CAMBERLY

Ashley Carter-Calms arrives at Digital Integration in a swoosh of seat stream and afterburner, and discovers certain manoeuvres before bailing out

Digital Integration is a Camberley-based software house which occupies several offices on a small out-of-the-way industrial area. It has been in business since 1982 when it produced Fighter Pilot on the humble Z80-61. Since that inconspicuous milestone, D.I. has built a sound reputation as producer of the best simulations around.

Amongst its peers lies one Tomahawk, T1 Rover and Bobbleigh, which, along with Fighter Pilot and F-16 Combat Pilot, were all spin-offs of their subjects. In amongst all of these simulations, there lurks a game which is more of an cockpit style and format. That game is Advanced Tactical Fighter (ATF). "A bit of a digression" for



Digital Integration, who are currently working on a 16-bit sequel, A10.

If you ask someone who Digital Integration is, the chances are that they won't know. This is not surprising, as the company tends to keep a low profile. Its strategy tends to be long term publicity campaign during a game's development. This is usually followed by a sudden outburst of interest as the game nears completion. On launch, the game is widely acclaimed; then D.I. seem to vanish into the background while the sales start clocking up.

F-16 Combat Pilot has taken nine plus man years to complete. It was developed over eighteen months by a team of programmers and designers, whose emphasis was always on speeding up the program. Dave Marshall, head of Digital and project designer and manager: "We constantly tried to shave microseconds off of the reaction and movement time to create as realistic a simulation as possible." The Commodore 64 version of F-16 was worked on by Dave, with Chris Hindley programming and graphics by Les Dougherty.

The team has worked long and hard to cram as much detail into the 64 as possible. As a result, the 64 and Amiga versions are technically almost identical. Of course, the 64 cannot match the Amiga's graphics capability or speed, and the objects are wire frame instead of solid 3D. However most of the features of the 16-bit version are still represented.

The 16-bit version was acclaimed as the best simulator available this side of a 32-bit machine, generally used by the Ministry of Defence for training real combat pilots. The 64 version manages to capture the same feel as its 16-bit counterpart, and uses the maximum amount of available memory space. Despite this, the graphics have not suffered and the game still looks polished. However, the future for D.I. in the 8-bit market looks to be fairly limited.

The sixteen bit market is still being explored. However it's definitely the future for D.I., you can do so much more within a more powerful machine. It's not that we want to leave the eight bit market, but more that the size of the machine just won't take the complexity of the project any more. There's only so much that eight bit machines can do. As it is, it was a struggle to cram F-16 Combat



Rico into the 64."

The initial sales have hit around 17,000 units, or so across the 16-bit market. It's always hard to assess the exact level of sales for a simulation because its shelf-life is so long. But the total sales overall are expected to top 100,000. Such is Digital Integration's success after launching a new product that they can survive through eighteen months of development without worrying financially. Now that F-16 Combat Pilot has been released, the sales will continue throughout development of their next projects. And so its success continues.

So much has changed during the age of computer home entertainment in a very short while, and yet Digital Integration is still going strong into the 1990's. Many

F-16 Fighter Pilot, 64

companies have tried to cope with the recession in sales by changing its image, its product or long term strategy. But Digital has stuck to its guns, obviously having found the correct formula first time around. In the meantime, many of the smaller companies have gone by the wayside. But D.I. are now expanding.

"With the backing of Electronic Arts, it's marketing F-16 Combat Pilot in America. This is a huge market area into which many British software houses fail to break. Digital Integration's move into this lucrative market is yet another testament to its achievements as a software house.

• 64 jet fighter cockpit.



Hard line banking, 64

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# COBRA

MICROSWITCH JOYSTICK



## Competition PRO

# 50%

Supplier: EUROMAX.

Price: £11.95

The Cobra looks more than a little like the old Quicksilver II. It is microswitched (it therefore makes very loud clicks) and it's strong and fairly well designed. I found that the trigger was quite hard to use but performed well on most games except The Champ. The accuracy was not possible to achieve.  
ACC

75% ↘



→ 92%

Supplier: DYNAMICS

Price: £14.95

The Competition Pro is widely acclaimed as the best joystick ever. In certainty has aged well, as it has been around for some years now. It still looks distinctive, with quiet microswitches and good fire buttons. It is precise and easy to use. One of my favourites.  
ACC

# Racemaster

Supplier: EUROMAX.  
Price: £26.95

The Racemaster is an adventurous joystick. It looks like a planet's control stick although it doesn't feel as strong as some of the others reviewed. Control was difficult to achieve on everything but Chase HQ, which the stick is literally built for. It works well on racing games but one for funs of the type-only ACC.



65%



## ULTIMATE SUPERSTICK

87%

Supplier: EUROMAX  
Price: £32.95



The Superstick is one impressive joystick. It has left or right handed fire buttons, a nice microswitched shaft (sober?) and a intro set. You plug in the receiver to the joystick, power and the joystick itself sends out signals. My only criticism is that the fire buttons are 'quidgy'. Pretty good.

ACC

# KONIX SPEEDKING

Supplier: KONIX

Price: £10.99

**T**his is my favourite joystick of the lot. A fantastic out-of-the-box feel, great microswitches and a good hand grip make this one of the most user friendly ever. It's very easy

to find directions with the stick for games like The Champ whilst still good for games like Chase HQ. I would definitely recommend this one for the serious gameplayer. A must.

ACC



98%

# PROF COMPETITION

Supplier: EUROMAX

Price: £14.95

84%

**T**his is a direct take-off of the Competition Pro, although it looks like a cheaper version of the same joystick. The shaft is smooth instead of grippy and the five buttons are small and squelchy to touch, making it harder to use than the Pro. Otherwise it's visually identical. Because it's light and it's easy to use.

ACC







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# PURPLE FISH THANG

It's purple time again!!

**B**loop. Oh dear fish friends, though your Bathing event of over indulgence, namely Cheesies, has come and gone here on the aquatic wonderworld of Cac, the time-difference means that our annual celebrations of all things fatty have yet to take place. And somehow, thanks to communicating with the wily 'FC boy Henderson by FT-mail-kind link the fool has transmitted what you earthings call a 'hangover' to our entire population. This courage shall not go unpunished dit grubbles, even now the great war engines of Cac are being prepared, but first here is the latest gossip brought to me by my spies.

## ACTIVISION

Amanda Barry, Activision's PR supremo, is leaving the exciting metropolis of Reading for dull old London and a job at Lynne Franka PR, infamous for its Zen Bhuddist temple in the centre of the office, and its revile coffee.

## MIRRORSOFT

Following on from the Bloodwyth disaster, more bad news from Monarch concern Dynamic Debugger. Apparently the programmer was supposed to have finished the game by the beginning of November, but has since steadfastly refused to contact the company. Our fish on the spot (in his bowl of course) also reports increasing levels of strife at the company. While punter's calls about games not working echo around the product department all day, and personal callers are walked up-behind stacks of returned discs, the two main grilles, Coffy in PR and Charlie in Product are thriving for the sake of Microsoft Sex Symbol. The office is apparently awash with blusher and eye shadow.

## FOCUS

Well known publishing house Focus, well known because all the decent people have left it thanks to the joys for the boys' management, has inflicted a defeat on boy Henderson and his plucky moops. Using such nefarious tactics as 'passing the ball', and a healthy mixture of knuckle-busters and low alcohol lager at half-time the footballers of Argus were unlikely losers in a tight game, decided only when the referee blew his whistle at the end. Commended our 'FC after the game, they caught us by surprise, they started the game ten minutes before we arrived. It was the secret tactic that finished us off though. Who would have believed that they could "pass" the ball?

The final score in the nail-biting game was Focus 10, Argus 1. I thought I told you to forget about that - ECO.

## EMAP

The one golden name of EMAP, publishers of cutting CIVS, and

Camp, Industry Karmo Kamo

buyers to ACE, has been tarnished recently. First the Deputy Editor of ACE, Richard Haynes, or Dick as most people fondly call him, humiliated himself and provided a good waterloo spot for infirm doge by falling over dead drunk at a press bash. It was touch and go for Dick, but the soothing ministrations of NHS nurses brought him back from the brink and he was discharged the next day.

Then there was a great furze over a review of Chatsbusters II in ACE, when it was given the equivalent of 25%. A cowardly pseudonym was used on the review, which has all the hallmarks of a writer working not a thousand miles from Prissy Court. Activision were so incensed by the review, which rumour has it was so damning because the writer didn't get their review copy before anyone else, that the US parent firm has advised and lawyers informed. It also resulted in Lorry Sparks having a dented teeth meeting with Dick Haynes of ACE and Terry Frost the publisher.

That's all from I, the Purple Fish Lord, for this Bath month. Until next time, may your bowel be forever clean.



Now, I  
feel your hands round your  
jacket!

It's dynamite!

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Using POWER CARTRIDGE you can read up to 10 formats faster than disk drives. The read commands can be given in your own programs.

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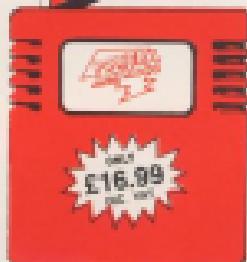
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